



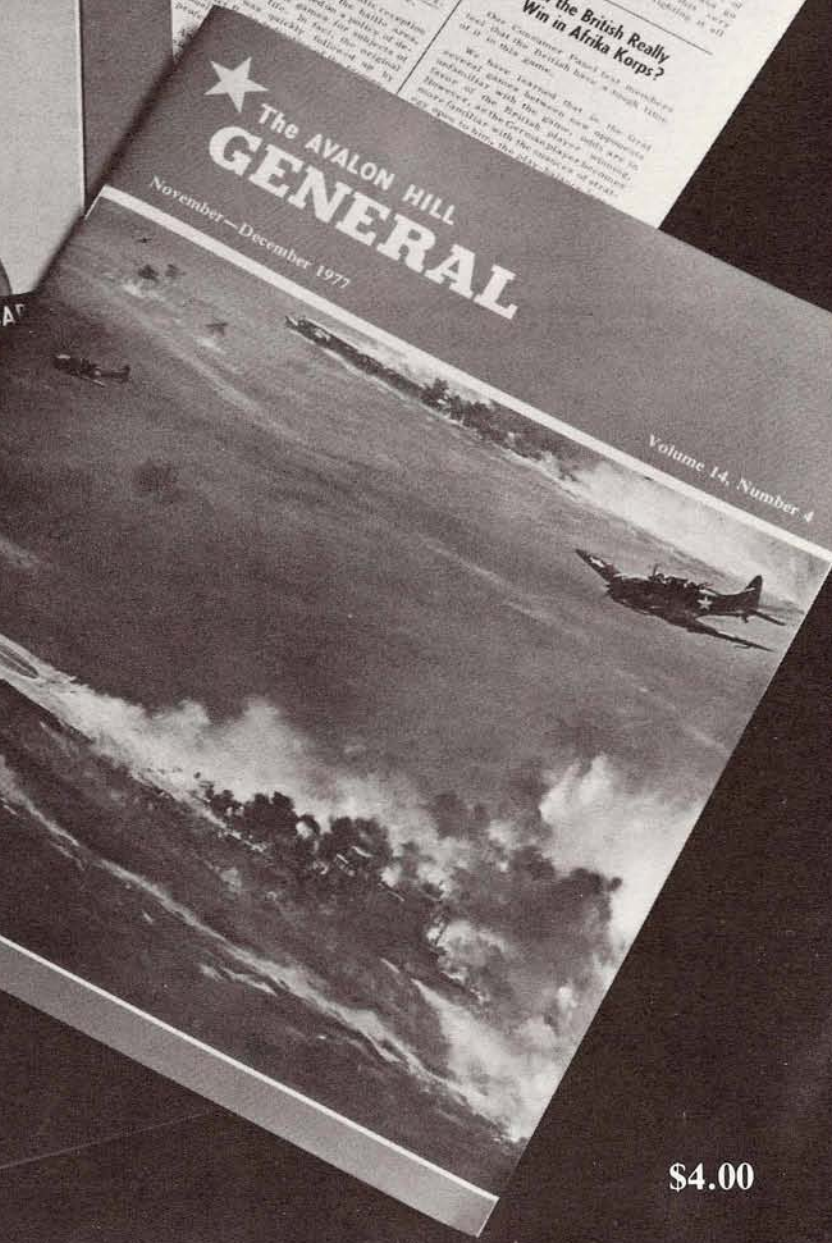
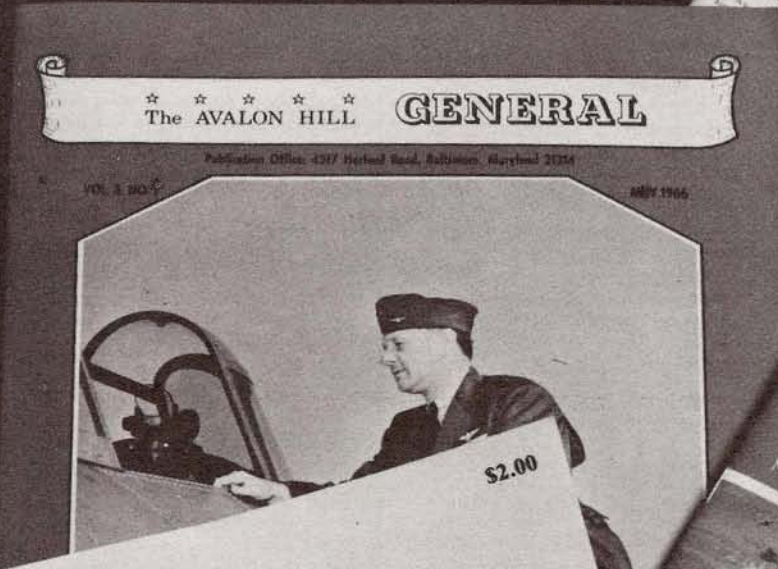
The AVALON HILL

# GENERAL

## Index and Company History

1952-1980

Volume 1-Volume 16



# Cross of Iron

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# The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One year subscriptions are \$9.00. Two year subscriptions are \$14.00. Previous subscription rates of \$7.50 and \$12.00 will be accepted as 5 and 8 issue terms respectively. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$9.00 per year postage charge. All overseas subscriptions must add an additional \$12.00 per year postage charge. Send checks or money orders only. AH is not responsible for cash lost in transit. Those with a current American Express, VISA, or Master Charge card may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to AH games in use.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Rejected articles will be returned whenever possible.

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Note: All questions should be thoroughly diagrammed. No questions will be answered that are not accompanied by a self-addressed, stamped envelope. Only questions regarding rule clarifications (not historical or design subjects) can be answered.

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The  
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Game Company

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## Avalon Hill Philosophy

Sorting through almost 100 issues of a magazine is no easy task in itself. Trying to list, in some organized fashion, every article, letter, contest, Q&A section, etc. from those 100 issues takes either an added mind, or a great love for the magazine. Those of us who contributed to the index confess to both. What follows here are some random thoughts on the varied history of *THE GENERAL*. We hope they add, in some small way, some life to all of the numbers in the index.

First off, "we" are Bruce Degi, Don Eisan and Don Greenwood. Bruce did the bulk of the work in formatting and researching the index, right down to co-authoring this introduction. He also is the guy who bent my ear repeatedly until I agreed to go ahead with the index in the first place. If you like our little booklet, thank him; if you don't, blame him too! Don Eisan ran interference for Bruce in this respect, unbeknownst to each other, in that he had approached me on the subject first. Nevertheless, Don provided a separate index of his own which was invaluable in cross-indexing for accuracy. I, Don Greenwood, filled in the holes, authored some of the side modules, and generally glued the whole thing together. I guess that makes me an editor . . . again.

I have long resisted the notion of an index because I doubted the usefulness of such a tool for a magazine which does not have a large backlog of back issues available for sale to interested parties. What good is an index about articles you can't look up? Nevertheless, the requests persisted till I relented and here we are. However, we should address the matter of availability of the items indexed herein before moving on.

Issues of *THE GENERAL* are rarely reprinted because we have trouble getting the press time to print the new issues—let alone reprints. It would also be unfair to collectors to republish old issues in their original form and thus cheapen the value of their collection. Lastly, the demand for such reprints would not justify the expense of remaking plates long since destroyed. There just is not enough demand to justify the press time as a break even proposition. From time to time, AH may publish a special booklet compiling the best articles of the past on a particular game such as has already been done for *MIDWAY* and *PANZERBLITZ*, but these will, of economic necessity, be few and far between.

Recently AH did reprint two popular back issues solely for back issue sale but it should be emphasized that this is not a common occurrence. The reprints are in one color only and thus not as attractive or valuable as the originals. In fact, many of the multi-colored illustrations of the originals are quite confusing or illegible when reprinted only in black and white.

Given these unfortunate facts, what can an interested party do to acquire the articles that interest him. At the risk of overstating the obvious let's start by keeping your subscription and address current. The print runs for *THE GENERAL* exceed the minimum needed to fill orders by only a few thousand copies. If a print run is shorted or has unusually high wastage, the available supply of extras for back issue sale can disappear almost overnight. Even if nothing goes wrong, back issue supplies are often exhausted within two years of initial issue. So keep your subscription current and notify AH in

advance of any change of address. Filing a change of address form with the Post Office to forward mail does no good. They will not forward bulk rate mail nor return it to AH. We have no way of knowing whether or not you are getting your magazines. AH will not replace magazines which are destroyed in transit because you failed to notify them of an address change. Second, order any available back issues you don't currently have. An up to date listing of back issues still in stock is printed on the rear cover of every current *GENERAL*. Don't wait—almost every issue sees another deletion from the available listing. Third, advertise for used copies of unavailable back issues with the Opponents Wanted forms. For the price of a buck you may be able to reach someone willing to part with their own copy. Last, if you are really desperate you can always pay for a photocopy from AH (see page 3).

The first issue of the first professional board wargaming magazine in the world—the Avalon Hill *GENERAL*—was actually more of a newsletter than a magazine (see the cover of this index). Dated May 1, 1964, Vol. 1, #1's headline proudly proclaimed "They're fighting it all over again!" The "it" being, of course, the Second World War; the games being, of course, *AFRIKA KORPS*, *STALINGRAD*, and *D-DAY*—at the time the best wargames ever devised. Here, finally, a forum for the exchange of gaming ideas not only existed, but did so in a professionally published medium. It was the start of a national hobby as we know it today.

The first *GENERAL* listed Avalon Hill's corporate address as 210 West 28th St. in Baltimore. That was the fourth and last address change for Avalon Hill prior to coming to rest at their current abode at familiar old 4517 Harford Rd. A full year subscription was only \$4.98 and that inflated a whopping two cents during the next 10+ years until the rate for a subscription rose to \$7.50 with Vol. 11, #5 in January, 1975. *THE GENERAL* was never expected to show a profit and it has never disappointed anybody in that respect. Its value to Avalon Hill has always been measured in terms of its inherent advertising and consumer good will, but there can be little doubt that AH turned the tables on inflation as far as *GENERAL* readers were concerned. The magazine evolved from very humble beginnings at very little cost to the reader. In this respect, at least, *THE GENERAL* has always led the field. It remains, to this day, the least expensive quality wargaming magazine on the market.

Interestingly, no editor was mentioned in that first issue nor was one mentioned until I took over in 1972. Perhaps the risk of such a venture prescribed anonymity or perhaps Tom Shaw was just bashful. In any case, quarter-page photos of the "area" editors graced most of the articles. These "editors" were "hard-core" gamers ("Though only a junior in high school, I like to think of myself as the only sixteen year old Field Marshal in the world"—Jon Perica, Pacific Coast Editor) charged with the task of writing a bi-monthly column on game tactics and strategy, "perfect plans", and happenings in their own geographic areas. Competition? Contest #1, for the first time put the reader into the shoes (boots?) of the German commander in an *AFRIKA KORPS* situation, asked for his next move, and consumed two of those precious first twelve pages. It proved to be the first of many such mind boggling which, hopefully, will tease us for generations to come. There was also a "Question Corner"—the forebear of today's Question Box—and, on the back, a Subscriber's Directory.

Now familiar names such as Omar DeWitt and Robert Beyma were a part of that first list. To the nostalgic it was beautiful. To today's gamer, accustomed to better things, it would no doubt be pathetic.

Perhaps just as amazing as the publication of issue #1, was the appearance of issue #2—*THE GENERAL* was going to make it! Vol. 1, #2 added a letters to the editor section. Entitled "Letters, yes we get letters," readers were to wonder for the first time what all those musical notes around the title were for. They remain, I suppose, an eternal mystery. Issue #2 also added the "Opponents Wanted" section—destined to undergo an evolution of its own as the hobby grew in and out of the "warring clubs" and "nazi glorification" stage.

The first 25 cent discount coupon (SAVE THIS COUPON) appeared in 1:3 and the Subscriber's Directory disappeared forever in 1:5—the victim of some obscure postal regulation.

In Volume 2 we got a new set of regional editors led by such stalwarts as Myrun Brundage, but they didn't make us forget the likes of Victor Madeja or Carl Knabe who continued to be wargaming's pediatric era experts for another year or two.

While on the subject of authors, a perusal of the index will reveal some interesting, if not astonishing names. A lot of familiar folks got their start, no matter how small, in the pages of *THE GENERAL*. Al Nofi, a veteran game designer for a number of companies authored no less than four articles—the first of which appeared as early as 1:6. The E. Gary Gyax byline which appears five times in this index is the same cobbler-turned multi-million dollar game company president who made his fortune with *D&D*. His erstwhile partner in that enterprise, Dave Arneson, also authored a piece on *BATTLE OF THE BULGE* back in 2:3. And, of course, there's James Dunnigan—the head of SPI and undisputed leader of wargame designers when it comes to pure numbers of published designs—who authored four articles, dealing, as one might suspect, with history rather than actual play of the games. There is also Chris Wagner who founded *S&T* (3:1), Rich Berg (14:2), Edi Birsan—a noted figure in postal Diplomacy circles (6:3), Scotty Bowden—a noted Napoleonic miniatures expert (6:3), and Dana Lombardy (4:2)—past President of SDC cum *MODEL RETAILER* salesman and hobby spokesman. And how could I leave the subject of authors without mention of the multi-article, one game specialists: Robert Chiang w/*PANZERBLITZ*, George Phillis w/*STALINGRAD*, Harley Anton on *WATERLOO*, Tom Oleson on *ANZIO*, and Bob Medrow w/*SQUAD LEADER*. Profuse apologies to all of those I've undoubtedly omitted.

Speaking of authors, ever wonder who the most prolific contributors have been? Just for fun and to test your knowledge of "Old Guard" trivia, try ranking the following authors in the order of separate articles appearing during the first 16 years of *THE GENERAL*. Granted, one feature article in Volume 16 represents more verbiage than a dozen "articles" from Volume 1 and 2 but give it a shot anyway. You'll find the actual rank of the list at the end of this column. Pick from among: Robert Olson, Geoff Burkman, Robert Beyma, Tom Hazlett, Victor Madeja, Mark Saha, J. E. Purnelle, Mick Uhl, Myrun Brundage, Alan R. Moon, Carl Knabe, Alan Augenbraun, William Searight, Richard Hamblen, Jared Johnson, Tom Oleson, Lou Zocchi, Robert Harmon, and some guy named Don Greenwood.

In Volume 3 we not only abandoned the newsletter format for a colored cover scroll (see cover of index) but we got an additional four pages as well for a grand total of 16. That format remained pretty much the same for seven years until the scroll cover was abandoned in Volume 10, and

two colors were used throughout with a corresponding increase in pages to 24. Our cup runneth over, but improvements came faster now. Volume 11 went to 32 pages and a two page insert. Volume 12 increased the insert to four pages and before the year was out it was bound into the magazine to yield a 36 page magazine. Vol. 14 saw an increase to 36 pages plus four page insert and use of four color printing throughout—the first hobby magazine to enjoy such extravagant trappings. Before Volume 16 had expired the size had again increased to 48 pages plus inserts.

The temptation, now, would be to go through every issue of *THE GENERAL*, listing changes and additions in format and philosophy. Fear not, I won't attempt such a thing. What does follow is a brief listing of some of the more significant, or at least most bizarre, features that appeared in the magazine's first 16 years. I've left out articles on specific games—others are much more qualified to debate over which 1914 article was the most important, etc. No one else, of course, would probably agree with what I've included here, or what I've left out. These, I think are worthy of note however:

**Vol. 1, #4** Article: Herbert Stern and His Aluminum Foil Combat Results Table.

**Vol. 2, #6** Article: Is Soaking Off Inhumane?

**Vol. 3, #1** The end of the "newsletter"—the first "cover" was a photograph of C. Wade McClusky (see cover of index), "Avalon Hill's Man of the Year." Article: The Principles of War for the AH gamer—a series which would run for eight installments (to Vol. 4, #5) the longest running article in the magazine's history.

**Vol. 3, #3** Article: An Avalon Hill Games Survey—by someone named Greenwood.

**Vol. 3, #4** Cover: The "wargame" magazine this time has a photograph of the Baltimore Orioles' Hank Bauer, Wally Bunker, and Jim Palmer; Frank Robinson's picture appeared inside. Long Live *BASEBALL STRATEGY!* Could Tom Shaw have been swept up by local pennant fever in this year of the Orioles' first World Series?

**Vol. 3, #6** Cover: The first cartoon cover—the 1967 Toy Fair.

**Vol. 4, #3** Cover and Lead Article: The "First Annual Wargamer's Convention" held by the IFW, July 15, 1967. Notable for, among other things, the absence of many who had pre-registered—including a guy named Greenwood.

**Vol. 4, #5** Plug: Another young magazine, *STRATEGY & TACTICS*, is called "the most affluent of all wargame magazines."

**Vol. 5, #2** Photo of 2Lt Carl Knabe climbing into the cockpit of a T-38. It was Maj Knabe at last report.

**Vol. 7, #3** Cover Photo: *PANZERBLITZ*—the start of what has become the undisputed sales king of historical wargames.

**Vol. 10, #1** Cover: The old "scroll" disappears. The magazine begins to compete with the new breed of hobby publications.

**Vol. 11, #1** Photo: Perhaps the most memorable Infiltrator's Report ever featuring a photo from the Model And Crafts Show featuring the, ah, healthy, "Miss MACS". It's the closest the *GENERAL* has ever come to a centerfold.

**Vol. 13, #5** Game: The first time the *GENERAL* carried a game in the magazine (actually a variant) complete with "board" and "counters".

**Vol. 15, #1** Errata: The largest "Question Box/Errata" ever—for *GETTYSBURG '77* to be supplemented in 16:4 by *MAGIC REALM*.

The size increase helped do away with arguments over my tendency to devote a great deal of space to in-depth coverage of a single featured game at the expense of less broad coverage of the line as a whole. As the magazine got larger there was room for both larger articles and more of them.

Still, some readers complained that they got more articles in the old 16 page format than they did in the enlarged versions no matter how shallow and superficial those old articles were.

Memory paints the old days through rose colored glasses. Other than specific strategy articles on the classics many of the older articles are of interest only in the context of a historical remembrance or investigation of how things were in the early days of the hobby when wargame production was limited to one or two new AH games a year.

Did you try to rank the authors in order? If so and you reversed the order of their presentation you got them all and rank as a genuine trivia expert. The numbers involved range from a high of 19 to a low of 6.

I can't pass up the opportunity to comment here on *THE GENERAL* as a non-wargame magazine. There has been only a scattering of such material in the magazine during its 16 years as a perusal of the article index will attest. Despite this, complaints fly every time a one page *RAIL BARON* article makes its annual appearance in about equal proportions with requests for more of the same. This dilemma pales in comparison to the similar arguments raised by devotees of historical games who resent the intrusion into their space of fantasy and science fiction "wargames". It looms as the next big challenge for *THE GENERAL*.



## COPIES

If you need a copy of an article from an out-of-stock back issue Avalon Hill does provide a photocopying service. The charge for this service is \$1.00 per page with a minimum order of \$5.00. Specify the article, volume and number of the issue it is in, and the pages on which it can be found as listed in the index. In certain cases rulebooks and other game parts from discontinued games can also be photocopied for the same per page price: again a \$5.00 minimum order applies. Standard Avalon Hill postage rates of 10% of the dollar amount of the order must be paid for domestic orders. Canadian and Mexican orders must add 20% for postage costs and overseas customers must add 30%. *GENERAL* postage coupons do not apply. Send your order (check or money order only—no cash please) to Avalon Hill, 4517 Harford Rd., Baltimore, MD

## PANZERBLITZ BOOKLETS

The 36 pp. manual resembles very much an issue of the *GENERAL* except that it is devoted 100% to *PANZERBLITZ*. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear: Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the *GENERAL*, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblitz"; "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to *PANZERBLITZ* sells for \$3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 5% state sales tax.

## ARTICLE INDEX KEY

**\*\*Article Title (Author) Issue (Type)\* Pages. [Other Games Involved]**

Contest (Issue) Pages

Series Replay (Players) Issue (SR) Pages

Design Analysis (Author) Issue (Type)\* Pages

Question Box (All issues containing questions and answers)—an update of all previous published questions and answers is shown in **Bold type**

### \*TYPE:

(P)	relates to the <b>PLAY</b> of the game	(PBM)	relates to <b>Play-by-Mail</b>
(H)	article is <b>HISTORIC</b> in nature	(D)	article is <b>DESIGN</b> related
(V,P)	<b>VARIANT</b> and <b>PLAY</b>	(SR)	<b>Series Replay</b>
(V + C)	<b>VARIANT</b> and <b>COUNTERS</b>	(Aid)	<b>Player's Aid</b>
(V + B)	<b>VARIANT</b> and <b>BOARD</b>	(Q&A)	<b>Questions and Answers</b>
(Humor)	(This term is used quite loosely)		

**\*\*Article is available in booklet compilation of past articles on this game . . . see accompanying advertisements.**

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 Anzio Tactics (Tom Oleson) Vol 10, #5 (P) 9-11.  
 Hitting the Beaches Again (Tom Oleson) Vol 16, #1 (V,P,C) 3-6.  
 Analyzing the Gustav Live (Tom Oleson) Vol 16, #1 (P) 7-12.  
 DESIGN ANALYSIS (Tom Oleson) Vol 16, #1 (D) 12-13.  
 QUESTION BOX (Vol 6, #2,3; Vol 7, #1,3,4,5; Vol 9, #1,2; Vol 10, #5,6 & Vol 12, #2)  
 Four Player Diadem Scenario (Tom Oleson) Vol 16, #6 (V,P) 24-26,Insert.  
 Anzio Diadem Four Player Variant (Tom Oleson) Vol 16, #6 (SR) 35-44.  
 DESIGNER'S NOTES for Diadem (Tom Oleson) Vol 16, #6 (D) 44,22.  
 CONTEST #66 (Vol 12, #1) Insert.  
 SERIES REPLAY (Oleson,Saha,David) Vol 12, #1 (SR) 20-27.  
 SERIES REPLAY (Oleson,Saha,Menconi) Vol 12, #5 (SR) 25-31.

### ARAB-ISRAELI WARS

Programmed Instruction for AIW (Jim Stahler) Vol 14, #1 (P) 26-27.  
 TO&E: Anatomy of a War (Seth Carus) Vol 14, #3 (H) 3-9.  
 Behind Closed Doors (-) Vol 14, #3 (H) 9.  
 Unit Composition Charts (-) Vol 14, #3 (H) 10-15.  
 Morale: Key to Victory (-) Vol 14, #3 (H,P) 15.  
 CONTEST #79 (Vol 14, #3) Insert.  
 Arab Tank Tactics in AIW (Jim Stahler) Vol 14, #3 (P) 31-32.  
 QUESTION BOX (Vol 14, #3 & Vol 15, #5) 34.  
 Situation S-7, El Al (Richard Boughton) Vol 15, #6 (P) 28.

### BASEBALL STRATEGY

QUESTION #2 (Vol 1, #2) 5-6.  
 QUESTION BOX (Vol 1, #5) 10.  
 CONTEST #12 (Vol 2, #6) 7.  
 Strike 3 . . . (Don Greenwood) Vol 2, #6 (P) 8-9.  
 Baseball Tourneys (-) Vol 2, #6 (V,P) 9.  
 CONTEST #18 (Vol 3, #6) 13.  
 CONTEST #30 (Vol 5, #6) 13.

### BASKETBALL STRATEGY

QUESTION BOX (Vol 12, #4) 30.

### BATTLE OF THE BULGE

Help the Poor Americans (Marc Nicholson) Vol 2, #2 (P) 3-4.  
 How to Lose at Bulge (Myron Brundage) Vol 2, #2 (P) 4-5.

Theory of Defense (Tom Bosseler) Vol 2, #2 (P) 6.  
 Who Says Bulge is Unbalanced? (David Arneson) Vol 2, #3 (P) 4-5.  
 Don't Help the "Poor Americans" (Bill Whitaker) Vol 2, #3 (P) 6.  
 CONTEST #9 (Vol 2, #3) 7.  
 Before the Bulge (James Dunnigan) Vol 2, #4 (H) 6-7.  
 A Prisoner Provision (Robert Ritholz) Vol 2, #5 (V,P) 4.  
 The Importance of Fortresses in Bulge (Jeff Martin) Vol 2, #6 (P) 4.  
 Attack in the Ardennes, 16 December, 1944 (James Dunnigan) Vol 2, #6 (H) 4-5.  
 Bulge Opener (Doug Cragoe) Vol 3, #1 (P) 10.  
 Bulge—View from Paris (John Rancourt) Vol 3, #2 (P) 10-11.  
 Nuts to Bulge Conditions of Victory (Michael Mitchell) Vol 3, #2 (V,P) 11.  
 Back to the Bulge (Scott Berschig) Vol 3, #3 (P) 5.  
 Bulge: View from Berlin (Brian Libby) Vol 3, #3 (P) 5-6.  
 The Fortified Goose-Egg (Barry Branch) Vol 3, #4 (H,P) 6-7.  
 Battle at Bastogne (Ted Harpham) Vol 3, #4 (P) 12.  
 CONTEST #16 (Vol 3, #4) 13.  
 How to Capture Antwerp Without Really Trying (Richard Shagrin) Vol 4, #1 (P) 11-12.  
 Key to German Victory in Bulge (Joseph Pollock) Vol 4, #2 (P) 9-10.  
 Bulge: Isolation and Supply (Mike Carr) Vol 4, #3 (P) 12.  
 Burn Those Bridges (Richard Giberson) Vol 4, #4 (V,P) 9.  
 How to Capture Antwerp Without Really Trying (John Lindros) Vol 4, #4 (P) 10-11.  
 Hold the Reins Loose, Peiper . . . (Scott Bowden) Vol 5, #1 (H,P) 5-6.  
 Learn to Say, "Nuts" (David Bush) Vol 5, #3 (P) 7.  
 Radical Opener—Bulge (Joseph Saunders) Vol 5, #3 (P) 9-10.  
 After this Key German Move, You Allies Pray . . . (Glenn Harris) Vol 5, #4 (P) 8.  
 Bulge: The German Offense (David Kimberly) Vol 5, #5 (P) 6.  
 "Blitzkrieg," What Bulge Really Is (R. Baier) Vol 5, #5 (P) 6,12.  
 Crack the German Supply Line (John Rowland) Vol 5, #6 (P) 3.  
 The German Offense—II (David Kimberly) Vol 5, #6 (P) 6.  
 Leige in a Week—Antwerp Maybe Never (Bob Frost & Bob Koos) Vol 5, #6 (P) 8.  
 Utilizing Economy of Force (Ken Mills) Vol 5, #6 (P) 12.  
 Keep Your Eyes on the Prize and Hold (Alan Augenbraun) Vol 7, #1 (P) 6.  
 Hit Hard and Keep Driving (Kevin Thomason) Vol 7, #2 (P) 6.  
 Ardennes Breakthrough (Randy Heller) Vol 7, #3 (P) 6.  
 Heller's Folly (Richard Shagrin) Vol 7, #4 (P) 6.  
 Plan of the Month (Glenn Davis) Vol 7, #4 (P) 8-9.  
 That Bulge Weather (-) Vol 7, #4 (P) 8-9.  
 CONTEST #40 (Vol 7, #4) 13.  
 The Honor System (Mathew Buynoski) Vol 7, #5 (V,P) 4.  
 Bulge—As it Really Was (Richard Thomas) Vol 7, #6 (H,P) 3.  
 Exploiting the Initiative in Bulge (Don Lowry) Vol 7, #6 (P) 6-7.  
 Exploiting the Initiative in Bulge—II (Don Lowry) Vol 8, #1 (P) 6-7,10.  
 Operation Morgenstern (R. Fauber) Vol 8, #6 (P) 3.  
 Defense Beyond the Ourthe (Henry Robinette) Vol 9, #2 (P) 10-11.  
 Unit Hunger (Jerold Thomas) Vol 9, #6 (P) 11-12.  
 CONTEST #54 (Vol 9, #6) [Mislabelled as #53]  
 SERIES REPLAY (Reed,Lowry,Roberts) Vol 10, #6 (SR) 10-16.  
 Bulge: The Historical Perspective (Michael McGuire) Vol 11, #3 (H) 3-8.  
 Force or Finesse? (J. Robinson) Vol 11, #5 (P) 13-15,12.  
 Bulge 1940 (Joseph Angiolillo) Vol 12, #2 (V + C,P) 13-17, Insert.  
 CONTEST #68 (Vol 12, #3) Insert.  
 QUESTION BOX (Vol 2, #1,2,4,5; Vol 4, #5,6; Vol 5, #1,4; Vol 6, #3; Vol 7, #1,2,3,5,6; Vol 9, #4; Vol 10, #1,2,4; Vol 13, #3)

### BISMARCK

Tactics and Strategy for Bismarck Game (Mathew Buynoski) Vol 1, #5 (P) 7.  
 Bismarck Modified (Walter Green) Vol 1, #6 (V,P) 7-8.  
 Bismarck by Mail (Myron Brundage) Vol 2, #1 (PBM) 3-4.  
 Tactics for Bismarck (Walter Green) Vol 2, #1 (P) 6.  
 Operation Churchill (Richard Dalton) Vol 2, #2 (P) 10.  
 Bismarck Search Patterns (Jared Johnson) Vol 2, #5 (P) 9.  
 How to Play Bismarck Without Expending Energy (Lincoln Clark) Vol 3, #2 (V,P) 6.  
 British Battle Board Strategy (Jared Johnson) Vol 3, #4 (P) 7-8.  
 Bismarck Naval Search Pattern (Richard Rubin) Vol 4, #2 (P) 11.  
 Tournament Bismarck (James Misch) Vol 4, #3 (V,P) 9-11.  
 CONTEST #28 (Vol 5, #4) 13-14.  
 Chicken Bismarck (John Rancourt) Vol 5, #5 (P) 9.  
 Bismarck in the Side Pocket (John Rancourt) Vol 5, #5 (P) 9.  
 Bismarck in the Side Pocket (John Rancourt) Vol 5, #6 (Humor) 11.  
 CONTEST #33 (Vol 6, #3) 13.  
 Bismarck by Mail (Alan Augenbraun) Vol 8, #4 (PBM) 4-5.  
 QUESTION BOX (Vol 4, #5; Vol 9, #2) 14.  
 Advanced Bismarck (Keith Gross) Vol 10, #1 (V,P) 12-14.

### BISMARCK '79 Edition

A Child of the Sixties Grows Up (Alan Moon) Vol 16, #2 (P) 3-7.  
 Search for the Graf Spee (Mick Uhl) Vol 16, #2 (V,P,C) 8-12.  
 DESIGN ANALYSIS (Mick Uhl) Vol 16, #2 (D) 15-16.  
 Prelude to Conflict (Craig Ransom) Vol 16, #2 (H) 13-15.  
 CONTEST #90 (Vol 16, #2) Insert.  
 QUESTION BOX (Vol 15, #6; Vol 16 #2) 34.

### BLITZKRIEG

Strategy for Blitzkrieg (Carl Knabe) Vol 2, #5 (P) 2-3.  
 Short—Tournament: Game (Robert Olson) Vol 2, #5 (P) 3.  
 The Blitz Tactic (Myron Brundage) Vol 2, #5 (H,P) 3-4.  
 Operation Gulp (Louis Zocchi) Vol 2, #5 (P) 4.  
 CONTEST #11 (Vol 2, #5) 7.  
 Appendix of Q&A for Blitzkrieg (-) Vol 2, #5 (Q&A) 8.  
 Blitzkrieg—Troops for the Minor Countries (-) Vol 2, #6 (P) 2.

Blitzkrieg—Additional Optional Rules (-) Vol 2, #6 (V,P) 2.  
 Blue First Turn, Blitzkrieg (Tom Holsinger) Vol 2, #6 (P) 2-3.  
 Blitzkrieg Air Power (C. Wagner) Vol 3, #1 (V,P) 6-7.  
 Minor Country Armies in Blitzkrieg (Richard Giberson) Vol 3, #1 (V,P) 7.  
 Operation Sandstorm (Gary Dziatko) Vol 3, #2 (V,P) 4.  
 Operation Ungawa (Eric Shimer) Vol 3, #2 (P) 4.  
 Blitzkrieg—Offense and Defense (Michael Kohn) Vol 3, #2 (H,P) 4-6.  
 What to do with Minor Country Troops (Joseph Antosiak) Vol 3, #2 (V,P) 6.  
 PBM Substitution of Units in Blitzkrieg (Mark Rosenberg) Vol 3, #2 (PBM) 11.  
 The Second Front (Louis Zocchi) Vol 3, #2 (P,Humor) 12-13.  
 Navies for Blitzkrieg (John Dotson) Vol 3, #3 (V,P) 3-4.  
 Blitzkrieg: The Minor Countries (Steven List) Vol 3, #3 (V,P) 4-5.  
 More Blitzkrieg Optionals (Chris Harvey) Vol 3, #3 (V,P) 8.  
 Blitzkrieg Desert Operations (Steve Torkelson) Vol 3, #4 (P) 11-12.  
 Blitzkrieg—Nuclear Attack (Fred Kruger) Vol 3, #5 (P) 3.  
 Blitz—3 Player Game (Tom Hazlett) Vol 3, #5 (V,P) 9.  
 Plan "M" (Chris Rohrs) Vol 3, #5 (P) 11-12.  
 Beat Blue by Bombing (Brad Hallwig) Vol 3, #5 (P) 12.  
 A New Look at Blitzkrieg (Thomas White) Vol 3, #6 (P) 11.  
 True Spirit of Blitzkrieg (Steve Bachmann) Vol 4, #1 (H,P) 14.  
 Multi-Player Blitzkrieg (Eric Shimer) Vol 4, #2 (V,P) 4.  
 Red's Megaton Mastery (Terry Thomas) Vol 4, #2 (P) 10.  
 Artillery Being Cheated? (Paul Perla) Vol 4, #2 (V,P) 10.  
 Blitzkrieg for Beginners (Paul Hunt) Vol 4, #3 (P) 7.  
 Blitzkrieg Naval Transport (Gary Charbonneau) Vol 4, #3 (V,P) 7-8.  
 Graphic Aids for Blitzkrieg (Theodore Pittman) Vol 4, #4 (P) 7-8.  
 Blitzkrieg for the Really Depraved (Eric Shimer) Vol 4, #4 (V,P) 11-12.  
 Really Big Red (Thomas Webster) Vol 4, #5 (V,P) 9-10.  
 Defend the Koufax Desert? (Roger Fowler) Vol 5, #1 (P) 5.  
 Time-Saver Tips (W. Mell) Vol 5, #4 (P) 9.  
 Speed—The Blitz Secret (Michael Flamer) Vol 5, #4 (P) 10.  
 To the Threshold of Big Red (James Bacon) Vol 5, #5 (P) 7-8.  
 Nuclear Warfare (Lawrence Valencourt) Vol 5, #5 (V,P) 8.  
 Armor and Artillery Modifications for Blitzkrieg (John Shaw) Vol 5, #5 (V,P) 10.  
 CONTEST #31 (Vol 6, #1) 13.  
 The Professional Blitzkrieg (Peter Menconi) Vol 6, #2 (P) 6.  
 Economic 'Krieg (Leonard Kanterman) Vol 6, #3 (V,P) 4.  
 3-Player Blitzkrieg (Richard Willey) Vol 6, #5 (V,P) 11.  
 The Pessimist's Blitzkrieg (Charles Pelto) Vol 6, #6 (V,P) 5.  
 On the Trail (R. Springer) Vol 7, #1 (V,P) 10-11.  
 Strategic Bombing the Key (S. Griffin) Vol 7, #2 (P) 10.  
 Minor Country Alliances—A New Look (Henry Gale & Geoff Burkman) Vol 7, #3 (V,P) 4.  
 On the Mall (Robert Springer) Vol 7, #4 (V,P) 5.  
 CONTEST #45 (Vol 8, #3) 13.  
 A Panacea for Blitzkrieg? (Steve Ambler) Vol 8, #4 (V,P) 15.  
 Using ALL Available Units in Blitzkrieg (Lewis Bivins) Vol 8, #5 (P) 11-12.  
 Breakout Blitzkrieg (Gregory Robleski) Vol 9, #2 (V,P) 12.  
 Partisan Blitzkrieg (John Gordon) Vol 9, #3 (V,P) 11-12.  
 Total Mobility Blitzkrieg (Bob Crayle) Vol 9, #3 (V,P) 12.  
 Giap's Juggernaut (Harry Roach) Vol 9, #4 (V,P) 10.  
 Putting BLITZ in your KRIEG (Dave Roberts) Vol 9, #5 (P) 4-5.  
 CONTEST #58 (Vol 10, #4) Insert.  
 Blitzkrieg Invasion Possibilities (Robert Harmon) Vol 10, #6 (P) 20,8.  
 Surface Raiders (Don Greenwood) Vol 12, #2 (V+C) 18-19, Insert.  
 PBM—The Hard Way (Earl Thomas) Vol 12, #4 (PBM) 10-12, 26.  
 The Rest of Blitzkrieg (Dave Roberts) Vol 12, #5 (P) 32.  
 Blitzkrieg Propaganda (Early Thomas) Vol 16, #5 (Humor) 39-40.  
 QUESTION BOX (Vol 2, #5,6; Vol 3, #1,3; Vol 4, #5,6; Vol 5, #1,4; Vol 7, #2,3,5; Vol 8, #3,6; Vol 9, #2,4,5; Vol 10, #1,4) 34.

#### CAESAR-ALESIA

The Summer of 52 B.C. (Robert Bradley) Vol 14, #1 (H) 3-5,27.  
 Alesia—The Battle (Gary & Sandy Dayton) Vol 14, #1 (H,V,P) 6-7,31.  
 Roman Fort Deployment in Caesar-Alesia (Robert Bradley) Vol 14, #1 (P) 8-9,27.  
 Manning the Ramparts (Thomas Hazlett) Vol 14, #1 (P) 10-11.  
 Breaching the Ramparts (Thomas Hilton) Vol 14, #1 (P) 12-13.  
 QUESTION BOX (Vol 14, #1) 34.  
 Forts in Alesia (Tom Hazlett) Vol 15, #5 (P) 28-29.

#### CAESAR'S LEGIONS

Winning with the Underdog (Joel Davis) Vol 13, #1 (P) 29-30.  
 Furor Teutonicus (Thomas Hilton) Vol 13, #3 (H,P) 3-6.  
 The Best Alternative to Play Balance (Don Greenwood) Vol 13, #5 (V,P) 12-13.  
 The Initial Invasions (David Meyler) Vol 14, #6 (V,P) 27-29.  
 SERIES REPLAY (Poulter,Hind,Greenwood) Vol 15, #4 (SR) 23-30.

#### CHANCELLORSVILLE

QUESTION BOX (Vol 1, #3,5)

#### CHANCELLORSVILLE '74 Edition

Didactic Chancellorsville (Thomas Hilton) Vol 12, #1 (P) 11-12.  
 DESIGN ANALYSIS (Randy Reed) Vol 12, #3 (D,Q&A) 15,30.  
 Order of Battle to Richmond (Joseph Angiolillo) Vol 12, #6 (H,V+C) 3-14, Insert.  
 CONTEST #71 (Vol 12, #6) 20, Insert.  
 Campaign Fredericksburg (Richard Hamblen) Vol 13, #5 (V,P) 8-11.

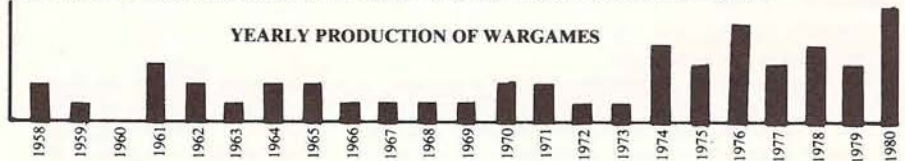
#### C&O/B&O

QUESTION BOX (Vol 6, #2) 14.

## TIME LINE

Figures do not include sports or non-battle games, nor revisions of earlier titles. Games published elsewhere prior to AH acquisition are included only if they underwent extensive redesign by AH. Science Fiction & Fantasy themes are treated as wargames.

### YEARLY PRODUCTION OF WARGAMES



Any attempt to chronicle the efforts of *THE GENERAL* during its first 16 years is intrinsically tied to the output of the Avalon Hill Game Company itself in that the magazine exists solely to analyze its games. Therefore, a brief but comprehensive history of the company is presented here as an interesting, and hopefully useful, aid to the collector of AH games and hobby trivia. Little attempt will be made to trace the comings and goings of corporate personnel or other such matters normally found in a corporate prospectus. Instead, emphasis will be placed on the correct recording of game releases, revisions, discontinuations, and designer/developer credits. One would hope that such a listing would be useful not only for settling bets among wargaming trivia buffs, but also to see at a glance the availability of revised parts for those interested in updating their games, and to better judge the value of one's collection from a time-out-of-print viewpoint. Other information of interest not directly related to the games themselves will be summarized by year in a capsule commentary preceding each year's listings.

#### KEY:

GAME TITLE—Yr. Introduced (Yr. Revised) Yr. Discontinued \*  
 Designer/Developer \*\* (Original Publisher/AH Involvement)

#### AWARDS

#### NOTES

\* = To be discontinued when present stocks are eliminated. In many cases a game was officially discontinued (removed from wholesale promotion) but continued to be sold in small amounts until current stocks were exhausted.

\*\* = If the designer also served as developer no entry appears.

AWARDS: CR = Charles Roberts Awards—The most widely accepted and meaningful wargaming hobby awards, presented annually at the ORIGINS National Convention by vote of the attendees since 1975.

There are a number of other "award" systems in existence, it being a very fashionable thing of late to sponsor one's own awards. Such awards can be very self-serving when conducted principally through the vehicle of a game company's magazine or by restricted membership vote. For that reason, we have restricted our listing of awards systems to the CRs which we believe to be the most objective and/or traditional. The recent "glut" of awards systems does nothing but cheapen the meaning and value of the original national hobby awards: the Charles Roberts Awards. For that reason *THE GENERAL* has not and will not become involved in the sponsorship of competing awards systems.

#### ORIGINAL PUBLISHERS:

AH = Originally published by Avalon Hill  
 3M = Originally published by 3M Game Co., purchased Feb. 1976.  
 SI = Originally published by Sports Illustrated, purchased in Dec. 1976.  
 AL = Originally published by Aladdin Industries, purchased in March, 1977.  
 BL = Originally published by Battleline Game Co., purchased in October, 1979.  
 PL = Originally published under private label as a one title game company.  
 \* = Originally published by a still existing game company; see notes.

#### EXTENT OF AVALON HILL INVOLVEMENT:

A = Sold existing original manufacturer's stock only.  
 B = Sold existing design in revised AH packaging.  
 C = Prior existing published design revised by AH.  
 D = Prior existing published design redesigned by AH.  
 E = Free Lance Design revised by AH.  
 F = Free Lance Design redesigned by AH.  
 G = Design & Development exclusively by AH personnel.  
 H = AH redevelopment or redesign pending.  
 I = See Notes section

Exactly what constitutes a revision (or "development" as it is commonly known) as opposed to a redesign is arguable depending on whose ax is being ground. For purposes of the classification used in this index it will be defined as a redesign if the AH developer expended a greater time making the original design "work" than the free lance designer spent in conducting his research and preparation of initial prototype.

## 1952

Commercial board wargames originated in 1952 with the publication of *TACTICS* by Charles S. Roberts. Avalon Hill did not exist then, but this event constituted the sowing of the initial seed. Roberts sold the game on a mail order basis from his home address at 305 Gun Road in Baltimore for the next six years. Primitive by almost anyone's current standards, it was nonetheless the birth of the hobby we know today. Published by the "Avalon Game Company"—a nom de plume Roberts used for his non-incorporated cottage industry, *TACTICS* was, of course, the forerunner of *TACTICS II* which most hobby followers mistakenly credit as the first commercial wargame. "Avalon" was decided upon simply because Roberts lived in a section of Baltimore referred to by that name. Later, in 1958 when Roberts incorporated the name was lengthened for aesthetic purposes to "Avalon Hill"—the "hill" owing its inspiration to the fact that 305 Gun Road was not only located in Avalon, but was also atop a hill.

### 1. TACTICS 1952 - 1958 Charles Roberts (The Avalon Game Co. - G)

The original *TACTICS* came in a 14" x 22" two color (black & red) box. Its combat results table featured not the conventional "back 2" result but "back 3", "4", "5", or "6" depending on the odds. Otherwise, aside from mountains which resembled comic book ice cream cones, it was not far removed from the more famous versions which followed it.

## 1958

Although officially incorporated as the Avalon Hill Company, and now being run as a fulltime enterprise, Roberts continued to operate out of his home. Nevertheless, three games were published and the foundation of a "line" of games had been established.

**2. TACTICS II** 1958 (1961, 1973) 1972  
Charles Roberts (AH - G)

The 1958 version was most noteworthy for its circular HQ units—a bit of minutiae important to those who thought they could claim ownership of a first edition copy of the hobby's first wargame. The advancing state of the art and rising prices drove the game from the AH line in 1972, until reinstated in 1973 with less expensive components and a much lower price. The 1973 version, while not improving the game in any way, has been a consistent seller due to its "lost leader" price which has proved a successful tool in getting newcomers to the hobby to start off with an introductory level game.

**3. GETTYSBURG** 1958 (1961, 1964, 1977) 1961, 1976  
Charles Roberts (AH - G)  
Mick Uhl (AH - G)

The "revisions" in this case were actually new games as the components of one edition generally could not be interchanged with the others. The original version used a large square grid; hex grids having not yet been "invented". Subsequent editions would alternate between hex and square grids. The current edition, designed by Mick Uhl, has nothing in common with its predecessors save the title. Pending availability of a revised rulebook, readers are urged to acquire Vol. 15, No. 1 of *THE GENERAL* for the extensive errata contained therein.

**4. DISPATCHER** 1958 - 1968  
Charles Roberts (AH - G)

The game was actually "discontinued" in 1964. It took four years to sell off remaining stock.

## 1959

Having survived its initial baptism by fire in the business community the company moved out of Roberts' home and into a commercial site at 7 South Gay St. in Baltimore. It now started to attract attention and began to branch out, and although still in its embryonic stages was able to publish its first game by an outside designer as two lawyers, who also happened to be the corporate attorneys, designed—what else—a lawyer game.

**5. VERDICT** 1959 (1961) 1960  
Ray Theime & Tom Nissel/Charles Roberts (AH - E)

The revision was actually a new game—VERDICT II. In these days of inflation it might be interesting to note the suggested retail price—\$3.95. Wholesale minimum quantities were a mere dozen as opposed to a gross in 1980.

**6. U-BOAT** 1959 - 1972  
Charles Roberts (AH - G)

Although there was no official revision of the game, the first copies were notable for their inclusion of metal miniature destroyers and subs in place of die-cut counters.

## 1960

The company moved again in 1960; this time to 209 E. Fayette St. in Baltimore. More importantly, it also got new blood into the creative end of things when a fellow by the name of Thomas N. Shaw was hired away from a local advertising agency to join the company in August. Shaw, a high school acquaintance of Roberts, was just starting what has become the longest standing term of employment with a wargame company—the only such company then in existence. Coincidence or not, the company's new game production increased the following year from one game to seven.

**7. MANAGEMENT** 1960 (1973) 1971  
Charles Roberts (AH - G)

The "revision" was actually a new game: BUSINESS STRATEGY.

## 1961

The company moved again, this time to an industrial park at 6720 White Stone Rd. in Baltimore. It also flexed its corporate muscle by doubling the size of the line with seven new releases, including some which would lay the foundation for the "classics" which exist to this day. The hexagon was here to stay. Never again would square grids be given more than passing attention in future land battle game designs.

**8. CHANCELLORSVILLE** 1961 (1974) 1963  
Charles Roberts (AH - G)  
Randall Reed (AH - G)

The Reed revision used a completely different game system although the order of battle remained the same.

**9. D-DAY** 1961 (1965, 1977)  
Charles Roberts (AH - G)  
Larry Pinsky (AH - G)

James Stahler/Richard Hamblen & Don Greenwood (AH - G)

The mapboard and rules were revised in 1965 by Larry Pinsky and the rules were again revised in 1977 by Jim Stahler. The box and counters have remained constant. D-DAY was the first of the "classic" games which remains popular in postal circles to this day, although the 1977 edition rules are a vast improvement and have breathed life into a game which was previously fast becoming forgotten.

**10. NIEUCHESS** 1961 - 1963  
Charles Roberts (AH - G)

An abstract attempt to bridge the gap between chess and wargames, NIEUCHESS was a complete failure. It remains a collector's item of considerable value due to its scarcity.

## CROSS OF IRON

First Impressions: An Introduction to Squad Leader Plus One (Bob Medrow) Vol 15, #6 (P) 3-10.  
DESIGN ANALYSIS (Arnold Hendrick) Vol 15, #6 (D) 10-11.  
Counting Down the Scenarios (Bob Medrow) Vol 15, #6 (P) 12-25.  
QUESTION BOX (Vol 15, #6, Vol 16, #6) 34.  
CONTEST #88 (Vol 15, #6) Insert.  
Quick Play Scenarios (Robert McNamara) Vol 15, #6 (V,P) Insert.  
SERIES REPLAY (Suchar, Mishcon, Greenwood) Vol 16, #3 (SR) Scenario 102 (20-26).  
East Front Asides (Jon Miscon) Vol 16, #4 (P) 15-18.

## D-DAY

Plan Red—From Purdue U. (Carl Knabe) Vol 1, #1 (P) 7-10.  
Plan Red—Face—From Holloman Air Base (—) Vol 1, #1 (P) 8.  
D-Day—Chicago Style (Robert Olson) Vol 1, #1 (P) 10.  
Plan Red—Phooey (V. Philips) Vol 1, #2 (P) 1.  
Credits and Debits on Plan Red (Carl Knabe) Vol 1, #2 (P) 7.  
Cracking the "Unstoppable D-Day Defense" (Victor Madeja) Vol 1, #3 (P) 3,7.  
... D-Day Reworked (Victor Madeja) Vol 1, #5 (V,P) 3.  
Play-by-Mail Grid Coordinates (—) Vol 2, #1 (PBM) 9-10.  
German Tactics for D-Day (Ken Hoffman) Vol 2, #1 (P) 10-12.  
D-Day Used in Medical Research (Charles Wickstorm) Vol 2, #2 (Report) 1-2.  
Another Look at D-Day (Laurence Plumb) Vol 2, #2 (P) 2.  
D-Day '65 Re-visited (Laurence Plumb) Vol 2, #3 (P) 2.  
Problems and Solutions (Tom Bosseler) Vol 2, #3 (P) 4.  
A Plan for Amateur von Runstedts (Mathew Buynoski) Vol 2, #3 (P) 5.  
Operation Robert—D-Day (Robert Stephenson) Vol 2, #3 (P) 8-9.  
New D-Day '65 Invasion Diagram in Error (—) Vol 2, #3 (P) 12.  
Defensive Reserves (George Phelps) Vol 2, #4 (P) 4.  
Tactics and Strategy (David Wiskeyman) Vol 2, #4 (P) 4-5.  
Stop the Allies on the Beaches (Don Drewek) Vol 2, #4 (P) 5-6.  
You can Defend All Areas (Brenton Verploeg) Vol 2, #4 (P) 10-12.  
D-Day: The Left Hook (Barry Branch) Vol 3, #1 (P) 6.  
The D-Day That Was (Ralph Fellows) Vol 3, #1 (H,P) 7-8.  
The D-Day That Was: Notes and Comments (John Dotson) Vol 3, #2 (H,P) 3.  
Bombing in D-Day (James Hales) Vol 3, #2 (P) 3-4.  
Maintain the Offensive in D-Day (R. Smith) Vol 3, #3 (P) 11.  
Ultimate German Defense (Mike Clothier) Vol 3, #4 (P) 9.  
Festung Europa (Carl Knabe) Vol 3, #5 (P) 5-6.  
D-Day—Chicago Style (Robert Olson) Vol 3, #5 (V,P) 10-11.  
D-Day: The Real Thing (Michael Obolensky) Vol 3, #6 (H,P) 11.  
Normandy—The Way It Really Happened (Hans Kruger) Vol 4, #2 (H?) 11-12.  
Allies Kaput (Mark Rudolph) Vol 4, #2 (P) 14.  
The Best Invasion Area—D-Day (Gary Zintgraff) Vol 4, #3 (P) 8-9.  
Wargamer's Clinic (M. Brundage) Vol 5, #1 (P) 4-5.  
Strategic Defense of France (Alan Augenbraun) Vol 6, #1 (P) 6-7.  
German Defense of Normandy (Alan Augenbraun) Vol 6, #3 (H) 11.  
German Defense of Normandy—II (Alan Augenbraun) Vol 6, #4 (H) 3-4.  
Defense of Festung Europa (Louis Menyhert) Vol 6, #4 (P) 6-7.  
German Defense of Normandy—III (Alan Augenbraun) Vol 6, #5 (H) 6.  
The D-Day Thesis (George Phillies) Vol 6, #5 (P) 8-9.  
German Defense of Normandy—IV (Alan Augenbraun) Vol 6, #6 (H) 6.  
Defense Plan III (J. Zinkhan) Vol 6, #6 (P) 7.  
The D-Day Thesis—II (George Phillies) Vol 6, #6 (P) 8-9.  
On The Defense of France (Tyron Bomba) Vol 7, #1 (P) 7. Errata appeared in Letters Page of Vol 7, #2.  
TAC Air in D-Day (Robert Burge) Vol 7, #3 (H) 7.  
TAC Air in D-Day—II (Robert Burge) Vol 7, #4 (H,V,P) 4.  
D-Day '44 Tourney Version (Tyron Bomba) Vol 7, #4 (H,P) 5.  
Winning With the Wehrmacht (Alan Augenbraun) Vol 7, #5 (V,P) 5.  
Gamble or Play Safe? (William Searight) Vol 7, #5 (P) 6-7.  
CONTEST #46 (Vol 8, #4) 13.  
Fortress Europa (Jon Lockwood) Vol 9, #4 (P) 12.  
D-Day Defended (Gary Gygax & Rob Kuntz) Vol 10, #1 (P) 8-9.  
Anatomy of a Defense (Robert Beyma) Vol 10, #4 (P) 8-10.  
CONTEST #60 (Vol 10, #6) Insert.  
D-Day—Variation and Play (Robert Garbisch) Vol 11, #1 (V,P) 3-8.  
Beach by Beach (Don Greenwood) Vol 11, #1 (P) 9-10.  
D-Day Airborne Operations (William Searight) Vol 11, #5 (H,P) 24-25.  
QUESTION BOX (Vol 1, #1,3,4; Vol 2, #1; Vol 5, #1,4; Vol 6, #3; Vol 7, #2,3,4; Vol 8, #2; Vol 9, #2,4; Vol 10, #2,4; Vol 11, #6; Vol 12, #2; Vol 13, #1).  
**D-DAY '77 Edition**  
D-Day: The Evolution of a Game (Joel Davis) Vol 14, #6 (H,P) 3-13,29.  
CONTEST #82 (Vol 14, #6) Insert.  
DESIGN ANALYSIS—Redesign (Jim Stahler) Vol 15, #2 (D) 24-25,32.  
Fortress Europa Revisited (Robert Beyma) Vol 15, #5 (P) 18-21.  
QUESTION BOX (Vol 16, #1,3).

## DIPLOMACY

SERIES REPLAY (Navs, McCallum, Birsan et al) Vol 13, #2 (SR) 23-31.  
Two Player Diplomacy (Lewis Pulsipher) Vol 13, #6 (V,P) 31.  
A Fight to the Finish (Tom Hubbard) Vol 16, #1 (P) 30-31.  
1914 Diplomacy (Lewis Pulsipher) Vol 16, #6 (V,P) 18-20.

## DUNE

The Essence of Dune (Bill Eberle, Peter Olotka) Vol 16, #6 (P) 3-15.  
Character Modules (Jack Kittredge, Charles Vasey) Vol 16, #6 (P) 4-17.

## FEUDAL

Feudal: A New Approach (Mike Chiappinelli) Vol 15, #5 (V,P) 30-31.

## FRANCE, 1940

CONTEST #49 (Vol 9, #1) 13.  
Grand Pincers (Chris Marshall) Vol 9, #3 (P) 6-7.  
A Blitzkrieg Offensive (William Searight) Vol 9, #4 (P) 8-9.  
A Fighting Chance for the Allies (Richard Wagner) Vol 9, #5 (P) 12.  
Is Defense Really Necessary? (Larry Wessels) Vol 9, #6 (P) 9-10.  
DESIGN ANALYSIS (J. Pournelle) Vol 10, #2 (H,P) 14,20,12.  
Winning with the French (Tom Oleson) Vol 10, #3 (P) 12-13.  
Winning with the French (Harold Totten) Vol 11, #2 (P) 14-17.  
The France '40 that might have Been (Dean Miller) Vol 11, #5 (H,V,P) 18,16.  
The France '40 that might have Been (Harold Totten) Vol 12, #4 (V,P) 18-19.  
More French Alternatives (Phil Kosnett) Vol 13, #3 (V,P) 32.  
QUESTION BOX (Vol 9, #2,3,5,6; Vol 10, #3,4; Vol 11, #2,6).

## GETTYSBURG

Was the Battle of Gettysburg "Fixed"? (—) Vol 1, #2 (Humor) 1-2.  
Artic Column (Martin Leith) Vol 1, #4 (H,P) 9,11.  
How to Save Your Gettysburg (Hex) Game (Louis Zocchi) Vol 1, #5 (V,P) 8.  
Gettysburg: Tactics '58, '64 (Myron Brundage) Vol 2, #4 (P) 3.  
Gettysburg Reversal (Leonard Greene) Vol 3, #3 (P) 8-9.  
Gettysburg by Points (Mark Dumdei) Vol 3, #5 (V,P) 8.  
CONTEST #19 (Vol 4, #1) 13.  
Gettysburg Expanded (Geoff Burkman) Vol 4, #4 (V,P) 12,14.  
Union Victory Made Easy (Stephen Gilliat) Vol 4, #5 (P) 11.  
Togetherness for Confederates (Alvin Files) Vol 5, #2 (P) 12.  
CONTEST #26 (Vol 5, #2) 13.  
If Heth had gone Forward . . . (Gary Gygax) Vol 6, #1 (H) 8-9.  
Battle at Gettysburg (Steve Grimmett) Vol 6, #3 (V,P) 8.  
Gettysburg Like It Was (Stephen Tang) Vol 6, #5 (H) 9.  
Gettysburg—What Price Victory? (Alan Augenbraun) Vol 8, #1 (H,V,P) 11.  
A Look at an Old Favorite (Mitch Gniadek) Vol 8, #2 (V,P) 11.  
". . . there never was a body of 15,000 men who could make that attack successfully." (Paul McBrearty) Vol 8, #4 (V,P) 5.  
Effective Gettysburg (Mark Wielga) Vol 9, #2 (V,P) 11.  
A Realistic Solution (Joseph Boslet) Vol 10, #6 (V,P) 19.  
QUESTION BOX (Vol 1, #5; Vol 2, #1; Vol 4, #5; Vol 7, #1; Vol 9, #4; Vol 10, #3)

## GETTYSBURG '77 Edition

Advanced Gettysburg (Jack Joseph) Vol 15, #1 (H,P) 3-6.  
DESIGN ANALYSIS (Mick Uhl) Vol 15, #1 (D) 6-9.  
Scenario Gettysburg (James McLean) Vol 15, #1 (V,P) 9-10.  
Contending Armies (Richard Hamblen) Vol 15, #1 (H) 11-14.  
Gettysburg '77 Errata (—) Vol 15, #1 (Errata) Insert.  
CONTEST #83 (Vol 15, #1) Insert.

## GUADALCANAL

CONTEST #13 (Vol 3, #1) 15.  
Guadalcanal Jungle Tactics (John Dotson) Vol 3, #2 (P) 2-3.  
Guadalcanal Clarifications (—) Vol 3, #2 (Q&A) 14.  
Fast Hidden Movement for Guadalcanal (Robert Dieli & Ken Hoffman) Vol 3, #3 (V,P) 2.  
Guadalcanal—Combat Power (Steve Torkelson) Vol 3, #3 (V,P) 6.  
Guadalcanal Hidden Movement—PBM (Lee Trowbridge) Vol 3, #5 (PBM) 7.  
Operation Sea Dragon (Hans Kruger) Vol 3, #6 (P) 11-12.  
Navy and Air Force in Guadalcanal (Richard Giberson) Vol 4, #1 (V,P) 9-10.  
Hidden U.S. Strength (Steven Torkelson) Vol 4, #2 (V,P) 4-5.  
Navy and Air Force in Guadalcanal—II (Richard Giberson) Vol 4, #3 (V,P) 3-4.  
Guadalcanal PBM Artillery System (Steve Torkelson) Vol 4, #3 (PBM) 12.  
Put a Little Imagination in Guadalcanal (Ray Johnson) Vol 4, #6 (P) 5-6.  
Guadalcanal PBM Hidden Movement (Richard Nichols) Vol 5, #1 (PBM) 8.  
PBM Artillery Fire (Richard Nichols) Vol 5, #4 (PBM) 10.  
Realism and Play-balance (John Ellsworth) Vol 7, #2 (V,P) 6.  
How to Reduce Units Quickly (Davidson & Drayner) Vol 7, #2 (P) 9.  
Guadalcanal: The Island, the Campaign, the Game (Joel Davis) Vol 10, #6 (H,V + C,P) 3-7.  
QUESTION BOX (Vol 3, #2,3; Vol 4, #5; Vol 9, #4; Vol 10, #6).

## JUTLAND

CONTEST #20 (Vol 4, #2) 13.  
Jutland: 2nd Time Around (James Dunnigan) Vol 4, #3 (P) 4-5.  
Jutland: 2nd Time Around—II (James Dunnigan) Vol 4, #4 (P) 4-6.  
What . . . Jutland Without Ships? (H. Noyes) Vol 4, #5 (V,P) 8-9.  
Jutland for Land-lubbers (Bill Haggart) Vol 4, #6 (P) 4.  
Boarding Party (John Dotson) Vol 5, #6 (P) 8.  
Jutland Play-by-Mail (Richard Giberson) Vol 5, #2 (PBM) 9-10.  
Fast-Play Jutland (Richard Giberson) Vol 5, #3 (V,P) 5.  
Jutland Play-by-Mail—II (Richard Giberson) Vol 5, #4 (PBM) 5.  
Jutland—1914? (Michael Torra) Vol 6, #3 (V,P) 6.  
Formations at Jutland (Don Wolff) Vol 6, #4 (P) 5.  
Jutland Rebuttal and Six Variations (Raymond Witmer) Vol 6, #5 (H,V,P) 7.  
Jutland Hidden Movement (David Bell) Vol 6, #6 (V,P) 7.  
Jutland PBM—Easy as Pi (Bruno Sinigaglio) Vol 7, #2 (PBM) 8-9.  
Jutland Addenda (David Thornley) Vol 7, #4 (P) 10.  
The Honor System (Mathew Buynoski) Vol 7, #5 (P) 4.  
Ships that Missed the Battle (Stephen Lewis) Vol 7, #5 (H,V,P) 12.  
Jutland Campaign (Dean Miller) Vol 9, #6 (V,P) 4-7.  
Sophisticated Jutland (Kurt Nordquest) Vol 11, #4 (V,P) 26-27.

## 11. VERDICT II 1961 - 1971

Tom Shaw (AH - G)

Notable primarily as the first game work performed by Tom Shaw. The revision was no more successful from a sales point of view, however, and the game was dropped entirely as soon as the line had grown enough to be able to shed some of its left.

## 12. LEMANS 1961 (1965) 1971

Rodney Mudge, Scott Wright (AH - E)

The company's first venture into the realm of sports, LEMANS was actually one of the better games of its day but suffered from lackluster sales. The second edition consisted of a set of new car specifications on blue card stock.

## 13. CIVIL WAR 1961 - 1963

Charles Roberts (AH - G)

A very abstract strategic game using a hex grid and plastic pawns. It is remembered primarily for its value to the collector due to its relative scarcity.

## 14. AIR EMPIRE 1961 - 1963

Tom Shaw (AH - G)

An application of the MANAGEMENT game system to the transportation theme, notable mainly for its scarcity.

## 1962

When Tom Shaw came aboard the previous year he had already ventured into the realm of game publishing. Back in 1959 he had designed and marketed two sports games which he sold in mailing tubes on a private label basis. A deal was soon struck, the games were boxed, and Avalon Hill had an instant sports line which remains in modified form to this day.

## 15. BASEBALL STRATEGY 1962 (1973, 1977, 1980)

Tom Shaw (PL - D)

Always the weaker sister of the two, BS has nonetheless continued to evolve through four editions into a constantly more realistic game while maintaining its emphasis on competitive playing mechanics.

## 16. FOOTBALL STRATEGY 1962 (1965, 1972, 1980)

Tom Shaw (PL - D)

The matrix game system has been imitated many times in dozens of games since, but none ever quite matched the brilliance of this simple design. The revisions have been mere fine tuning of a game which undergoes constant evolution in the AH R&D offices—the site of the AHFSL: a 28 member league which plays out the actual NFL schedule with yearly franchise fees of \$31.

## 17. WATERLOO 1962 (1978)

Lindsay Schutz/Tom Shaw (AH - G)

Bruno Sinigaglio/Don Greenwood

The second of the "classics" which still survives to this day. Originally sold for \$4.98. The revision in 1978 affected only the rules and was restricted to play balance and clarity problems. The game has been long lived despite poor sales—it still being far removed from the 100,000+ club.

## 18. BISMARCK 1962 - 1972 (1980)

Lindsay Schutz, Charles Roberts/Tom Shaw (AH - G)

Jack Greene/Mick Uhl (AH - G)

Originally sold for \$5.98 due to double box size which was intended to enhance salability. Similar experiments with the packaging for WATERLOO and STALINGRAD were tried but soon discarded as being ineffective and unwieldy. The title was resurrected in 1979 in a completely new design with state of the art techniques and a greatly enlarged scope.

## 19. JZ 1962 - 1962

Robert Goodman Agency (PL - A)

Of interest only to trivia buffs. This was a private label game manufactured exclusively for sale to one customer (the TV station it was about) to be used in a promotion.

## 1963

1963 was notable primarily for Avalon Hill's futile venture into children's games. A "line" of four boxed games for pre-schoolers was designed by Tom Shaw and priced between 98 cents and \$2.98. With such great titles as IMAGINATION, WHAT TIME IS IT?, DOLL HOUSE, and TRUCKS, TRAINS, BOATS, & PLANES how could they miss? It may have had something to do with the fact that pre-schoolers couldn't read the instructions. IMAGINATION was actually revised in 1969 and repriced at \$3.98 but bombed again proving that all the revision in the world can't save a bad idea.

## 20. STALINGRAD 1963 (1974)

Lindsay Schutz/Tom Shaw (AH - G)

Don Greenwood

Everybody's "classic", STALINGRAD is probably the most analyzed wargame in existence. Despite this, it has never sold well and is well down the list of AH titles despite its longevity. The revision made only slight changes to the rulebook regarding clarity and play balance.

## 21. WORD POWER (1963 (1967) 1964)

Tom Shaw (AH - G)

The revision was merely a reintroduction of the same game in bookcase packaging.

## 1964

In 1964, Roberts finally gave up the struggle of trying to make a go of a pioneering adult strategy game company and was about to throw in the towel. Plans were made to declare bankruptcy on Friday, Dec. 13, 1963, but the company was saved at the eleventh hour by its creditors: J. E. Smith Co. and Monarch Office Services. Monarch had handled all of Robert's printing previously, and Smith had done the boxes and assembly. The company was reorganized and cut expenses to the bone. J. E. Sparling was the new presi-

dent and the corporate offices were once again moved; this time to 210 W. 28th St. in Baltimore. It is this address which graces the cover of the very first issue of *THE GENERAL*. Only Shaw remained from the original personnel. Despite such major problems the company immediately settled down into the two-game-a-year format that was to characterize it for the next eight years. Despite the reorganization, 1964 saw the introduction of a couple pretty fair titles still with us today.

## 22. AFRIKA KORPS 1964 (1965, 1978)

Charles Roberts & Lindsley Schutz/Tom Shaw (AH - G) H

Few wargames have withstood the rigors of time as well as this one which remains one of the classic games of maneuver despite questionable realism and "rules" which are based as much on tradition from time-honored official questions & answers as on any actual printed rules. The game was revised soon after its initial release to introduce the Supply Table and move the starting location of the British 4-4-7 from Msus to Mechili for play balance purposes. It has remained the same ever since with the exception of the inclusion of some questions and answers appended to the Battle Manual in the '78 edition. A member of the 100,000+ sales club.

## 23. MIDWAY 1964

Lindsley Schutz & Larry Pinsky (AH - G)

Despite state-of-the-art advancements in naval game design, MIDWAY remains a favorite of many due to the exciting nature of the hidden move/search system which has not been greatly improved upon since. MIDWAY was almost discontinued in 1972 when Tom Shaw was looking for candidates to ax to pare the line down. Only pleas by Don Greenwood redirected the ax to 1914 and enabled MIDWAY to survive to climb into the all time best seller list where it remains a reasonably good seller.

## 1965

Before 1964 was over, Monarch Office Services had moved to their current address at 4517 Harford Rd., and Avalon Hill's corporate offices went with them. In the past 16 years 4517 Harford Rd. has become as recognizable an address to wargamers as 1100 Pennsylvania Ave. is to observers of the American political scene. General McAuliffe joined Rear Admiral Wade McClusky to form the much ballyhooed (at the time) AH Advisory Staff.

## 24. BATTLE OF THE BULGE 1965 - 1981

Lawrence Pinsky/Tom Shaw (AH - G) H

BULGE was the last of the "classics"—a term more applicable to nostalgia and the time period from which it evolved, than any standardized game system, for BULGE was a step beyond the simple "DB2" mode of STALINGRAD and WATERLOO. Always popular as a game, in later years it was roundly criticized for its lack of historical accuracy. It will be discontinued in 1981 after having sold over 120,000 copies. It will be replaced by an entirely different game designed by Bruno Sinigaglio and developed by Mick Uhl.

## 25. BLITZKRIEG 1965 (1975)

Lawrence Pinsky/Tom Shaw (AH - G)

Dave Roberts/Don Greenwood (AH - E)

BLITZKRIEG could probably lay claim to being the first "monster" game and took the young hobby by storm back in 1965. It was the first time that a commercial wargame had broken out of the mode of an operational scale portrayal of a specific battle. It was also the first time a commercial wargame had attempted to address all elements of 20th century warfare: land, air, and sea in the same game system. The game also marked the first use of the names of company personnel in a fictional context within the components of the game. Thus, Lake "Pinsky", the "Zocchi" River, and the Dubs Tributary got their names. One imagines that the Orioles-Dodgers World Series that year also had something to do with the naming of the Great Koufax desert (so named because it was "Sandy"). Although such in-jokes went over the head of most people, the precedent had been set for more successful uses of individual names in the future as any SL enthusiast who has enjoyed shooting down Lt. Greenwood or CPT Shaw will attest. The 1975 revision authored by Dave Roberts made great improvements to both the mechanics of play and the clarity of the rules themselves. Only the rulebook and Attrition Combat Results Table were changed. By that time, however, other grand strategic games with historical themes had put BLITZKRIEG in a secondary role.

## 26. SQUANDER 1965 - 1972

Cmdr. Walter Whitney (AH - E)

SQUANDER was the "Anti-Monopoly" of the 60's only it didn't receive any of the notoriety or success of the latter. A take-off of MONOPOLY in which the winner was the first player to lose all of his money, SQUANDER proved aptly named in more ways than one. It was discontinued after selling only 26,000 copies—half of those during its initial year of introduction.

## 1966

By now, Tom Shaw's role of "developer" in the design of new games—heretofore that of a glorified art director executing the actual artwork for the new games—was lessened even more as the commercial artists at Monarch assumed those duties. The developer concept was still in the embryo stages and bore faint resemblance to the far more detailed workload assumed by a modern day developer. In 1966, AH unveiled its first genuine sales hit, but it wasn't a wargame.

## 27. SHAKESPEARE 1966

Henry Scott (AH - E)

Just being a good game is no guarantee of success in financial terms. It usually takes money to make money in the business world and in the game industry that means spending lots of money on promotion. AH, like most small companies, couldn't afford to "buy" a hit with mass media exposure, but in 1966 they got lucky. *LIFE* magazine featured the new SHAKESPEARE game in an article. AH sold 23,000 copies that year—a number it never reached before nor would reach again in the following two years.

## 28. GUADALCANAL 1966 - 1972

Lindsley Schutz/Larry Pinsky (AH - G)

Although innovative in many ways, GUADALCANAL was a failure as a design and as a seller. The large mapboard was virtually wasted as 95% of the action took place on 20% of the mapboard. GUADALCANAL was discontinued after having sold only 27,000 copies. Its failure left AH with the impression that the Japanese were poor "box office" subject matter for years to come.

Probable Possibilities (Dean Miller) Vol 12, #3 (H,V#C) 3-7 Insert.  
A Still Closer Look at Dogger Banks (Jerold Thomas) Vol 12, #3 (H,V,P) 8-11.

Derfflinger in the Death Ride (—) Vol 12, #3 (H) 12-13.

Postal Jutland (Don Turnbull) Vol 14, #4 (PBM) 28-30.

QUESTION BOX (Vol 5, #2; Vol 7, #3; Vol 8, #6; Vol 9, #2,3; Vol 10, #1; Vol 12, #2).

## KINGMAKER

Kingmaker Analyzed (Robert Harmon) Vol 13, #1 (P) 26-28.

DESIGN ANALYSIS (Mick Uhl) Vol 13, #3 (D,Q&A) 16,21.

Playing Your Hand in Kingmaker (Richard Berg) Vol 14, #2 (P) 3-6.

In Praise of Kingmaker (Charles Vasey) Vol 14, #2 (H,P) 7-9.

Kingmaker by Mail (Don Turnbull) Vol 14, #2 (PBM) 10-11,9.

Postal Kingmaker Mechanics (Will McCullan) Vol 14, #2 (PBM) 12-14,9.

DESIGN ANALYSIS—Rules Explanations (Mick Uhl) Vol 14, #2 (D) 14.

More Kingmaker Surprises (Mick Uhl) Vol 14, #2 (V,P) 15-16.

And Still More Kingmaker Surprises (Mick Uhl) Vol 14, #2 (V,P) 16,34.

CONTEST #78 (Vol 14, #2) Insert.

## KRIEGSPIEL

CONTEST #38 (Vol 7, #2) 13.

Game Theory, Attrition, and the Kriegspiel Battle Tables (T. Brown) Vol 7, #3 (P) 3.

Kriegspiel CRT Revisions (Edi Birsan) Vol 7, #3 (V,P) 8-9.

Kriegspiel PBM (L. Wein) Vol 7, #4 (PBM) 7.

Advanced Kriegspiel Theory (Mike Shefler) Vol 10, #2 (V,P) 12-13.

QUESTION BOX (Vol 7, #2,4; Vol 9, #2; Vol 10, #2).

## LEMANS

LeMans Chance Table (Ken Hoffman) Vol 2, #2 (P) 7.

CONTEST #8 (Vol 2, #2) 7.

Racing Hints for LeMans (Jared Johnson) Vol 2, #2 (P) 8.

Formula 1 for Fun (Sanford Pliskin & Ken Hoffman) Vol 3, #4 (V,P) 9-10.

See How They Run . . . (Norman Beveridge) Vol 5, #3 (V,P) 6.

CONTEST #34 (Vol 6, #4) 13.

QUESTION BOX (Vol 4, #6; Vol 7, #3)

## LUFTWAFFE

Order of Battle—Luftwaffe (—) Vol 8, #1 (H,P) 8-9.

Air Battle for the Reich (Warren Jervey) Vol 8, #1 (P) 11.

Greater Luftwaffe Realism (Lou Zocchi) Vol 8, #3 (V,P) 4.

Luftwaffe—A Battle of Wits (Dennis Milbert) Vol 8, #3 (P) 4-5.

Indispensable for an Historian (J. Pournelle) Vol 8, #4 (H,D,P) 12.

In Defense of Strategic Bombing (Anthony Fabrizio) Vol 8, #5 (H) 15.

Debate on Luftwaffe (Lou Zocchi) Vol 9, #1 (H,P) 4.

Luftkrieg (John Henry) Vol 9, #1 (V,P) 5.

The German Dilemma (Norman Beveridge) Vol 9, #2 (P) 9-10.

The Oil Offensive (Jerry Wallace) Vol 9, #3 (V,P) 7-8.

Adding American Punch (Lou Zocchi) Vol 9, #4 (V,P) 9-10.

Luftwaffe: Situation 13 (Paul Crabaugh) Vol 9, #6 (V,P) 12.

CONTEST #55 (Vol 10, #1) 21,Insert.

Luftwaffe Analysis (Scott Duncan & Lou Zocchi) Vol 10, #2 (H,P) 3-9.

Luftwaffe Organized (Robert Harmon) Vol 10, #4 (V,P) 19-20,7.

Behind the Aerial Combat Table (Lou Zocchi) Vol 10, #5 (D,P) 13-15.

Breaking Par (Robert Harmon) Vol 10, #5 (P) 15-16,13.

A Fast American Win in Luftwaffe (Tom Hazlett) Vol 11, #2 (P) 25-26,28.

Calibrated Luftwaffe (Robert Harmon) Vol 13, #1 (H,P) 3-11,30.

PBM Luftwaffe (Dean Miller) Vol 14, #1 (PBM) 18.

QUESTION BOX (Vol 8, #2,6; Vol 9, #1,2,3,5; Vol 10, #2,4; Vol 11, #2).

## MANAGEMENT

CONTEST #15 (Vol 3, #3) 15.

Computerized Management (—) Vol 5, #5 (V,P) 5.

## MAGIC REALM

Magical Mystery Tour (Richard Hamblen) Vol 16, #4 (P) 3-10.

Additional Rules Systems for Magic Realm (Richard Hamblen) Vol 16, #4 (V,P) 11-13,32.

Magic Realm Errata & Additions (Richard Hamblen) Vol 16, #4 (D) 13-14.

Magic Realm Questions, Answers, & Optional Charts (Richard Hamblen) Vol 16, #4 (Q&A) Insert.

CONTEST (Vol 16, #4) Insert.

## MIDWAY

Naval Affairs (Walter Green) Vol 1, #5 (P) 2,8.

\*\*Midway . . . Re-worked (Victor Madeja) Vol 1, #5 (V,P) 3.

CONTEST #5 (Vol 1, #5) 5.

The Japs [sic] Have the Best of It in Midway (John Curtis) Vol 1, #6 (P) 4.

Americ [sic] Have It Made in Midway (Louis Zocchi) Vol 1, #6 (P) 10-11.

Midway—Solitaire (Robert Olson) Vol 2, #2 (P) 2,3.

Midway's Hidden American Power (Louis Zocchi) Vol 2, #2 (P) 12.

Problems and Solutions (Tom Bosseler) Vol 2, #3 (P) 4.

Thoughts on Midway (Carl Knabe) Vol 2, #3 (P) 9.

Definite Edge to the Japs [sic] (Victorio Gervol) Vol 2, #4 (P) 9-10.

Midway for the Cautious Jap [sic] (Jack Donovan) Vol 2, #5 (P) 6-7.

\*\*Midway, Bismarck Style (Peter Harlem) Vol 2, #6, (P) 10.

Operation Atsui (Bill Stone) Vol 3, #1 (P) 2.



Midway by Mail (Earl Hodin) Vol 3, #1 (PBM) 3-4.  
 Midway—The First Day (John Michalski) Vol 3, #3 (P) 13.  
 Submarines at Midway (Richard Gutenkunst) Vol 3, #4 (V,P) 8-9.  
 \*\*Gross Injustice to Submarines (Richard Gutenkunst) Vol 3, #5 (V,P) 8-9.  
 Midway—PBM (Richard Giberson) Vol 3, #5 (PBM) 12.  
 How to Change a Dull Jap [sic] Victory into a Heartless American Win (Richard Shagrin) Vol 3, #6 (P) 10.  
 \*\*Midway—Unstereotyped (Mark Saviet) Vol 4, #2 (V,P) 7-9.  
 Mastery of Midway (Jared Johnson) Vol 4, #3 (P) 11-12.  
 \*\*What Next? Destroyers at Midway (Steve Marston) Vol 4, #4 (V,P) 8.  
 \*\*Midway—Equilibrated (Carl Nelson) Vol 4, #5 (V,P) 10-11.  
 Surprise at Midway (Chris Meagher) Vol 5, #5 (V,P) 7.  
 Five Fickle Factors (Doug Hallett) Vol 5, #6 (V,P) 5.  
 \*\*One Ship Invasion Fleet? (Charles Pelto) Vol 6, #3 (V,P) 7.  
 \*\*Chicken Yamamoto (Lincoln Clark) Vol 6, #6 (P) 4.  
 Midway in Focus (Kevin Slimak) Vol 7, #4 (V,P) 10-11.  
 \*\*Midway and the British Home Fleet (Richard Thurston) Vol 8, #6 (V,P) 11-12.  
 \*\*Mass or Maneuver? (Monte Gray) Vol 9, #3 (P) 10-11.  
 \*\*The Midway Thesis (Harold Totten & Don Greenwood) Vol 9, #4 (P) 3-7.  
 CONTEST #52 (Vol 9, #4) 13.  
 \*\*The Rest of the Alphabet (Lloyd Berger) Vol 10, #1 (P) 7.  
 SERIES REPLAY (Barr, Greenwood, Totten) Vol 10, #2 (SR) 15-19.  
 \*\*Leyte Gulf (Robert Harmon) Vol 10, #3 (V + C) 3-8.  
 SERIES REPLAY (Uhl, Greenwood, Totten) Vol 11, #3 (SR) 18-24.  
 \*\*Back to Nuts and Bolts (Harold Totten) Vol 12, #4 (P) 16-17, 15.  
 \*\*SERIES REPLAY (Uhl, Greenwood, Hilton) Vol 13, #3 (SR) 24-29.  
 Midway by Mail (Tom Cragg) Vol 13, #6 (PBM) 32.  
 Away from the Combined Fleet (William Searight) Vol 14, #5, (P) 27-28.  
 \*\*Pacific Theatre Via Midway (Alan Moon) Vol 15, #5 (V + C + B) 3-8.  
 CONTEST #87 (Vol 15, #5) Insert.  
 Advanced Level Midway (Mark Dumdei) Vol 16, #3 (V,P,C) 30,34.  
 \*\*QUESTION BOX (Vol 1, #5,6; Vol 2, #1; Vol 5, #1; Vol 7, #1,4; Vol 9, #2,3,5; Vol 10, #2; Vol 11, #6).

#### NAPOLEON

The Aggressive Tightrope (Alan Moon) Vol 16, #1 (P) 20-22.  
 A Primer on French Strategy (Sam Catlin) Vol 16, #5 (P) 37-38.

#### 1914

1914—2nd Edition Rule Clarifications (—) Vol 5, #2 (P) 3.  
 Wargamer's Clinic (M. Brundage) Vol 5, #2 (P) 4.  
 Plan "Otto" (Ray Johnson) Vol 5, #2 (P) 5.  
 Belgium—When? (Carl Krabbe) Vol 5, #2 (P) 5.  
 How to "Elim" the Russians in 1914 (Geoff Burkman) Vol 5, #3 (P) 4.  
 Belgium?—Never! (Andrew Engebretson) Vol 5, #3 (P) 4-5.  
 1900 Variant for 1914 (—) Vol 5, #3 (V,P) 6.  
 Belgium—A Must (Brooke Duvall) Vol 5, #4 (V,P) 6.  
 Historical Simulation Game for Two—1914 (James Alley) Vol 5, #4 (P) 6.  
 Inverted Schlieffen (Don Wolff) Vol 6, #1 (P) 5.  
 Air Power in 1914? (Lawrence Valencourt) Vol 6, #2 (V,P) 12.  
 Jutland—1914? (Michael Torra) Vol 6, #3 (V,P) 6.  
 Home Before the Leaves Fall (Scott Bowden) Vol 6, #3 (H) 10.  
 The Schlieffen Plan and 1914 (Mark Lownethal) Vol 6, #4 (H,P) 11-12.  
 Invade Belgium, or Switzerland? (Larry Custead) Vol 7, #1 (P) 6-7.  
 The Ardennes (Jeff Stein) Vol 7, #1 (P) 10.  
 Holland 1914 (Lawrence Valencourt) Vol 7, #4 (P) 3.  
 The Dutch Alternative (Peter Wilbur) Vol 7, #4 (P) 3.  
 1914 Strategy and Tactics (Alan Augenbraun) Vol 7, #6 (P) 4.  
 Simplified 1914 with Optional Rules (S. Fogg) Vol 8, #1 (V,P) 10.  
 French Strategy—1914 (Louis Jerkich) Vol 8, #3 (P) 11.  
 French Tactics in 1914 (Louis Jerkich) Vol 8, #4 (P) 9.  
 Plan of the Month (Robert Harmon) Vol 8, #5 (P) 10.  
 German 1914 Assault Tactics (Charles Crow) Vol 8, #6 (P) 7.  
 Time to Invade Holland (David Kimberley) Vol 9, #1 (P) 9-10.  
 The Elusive Victory (Charles Crow) Vol 9, #3 (H,V,P) 8-10.  
 The 1914 Offensive (Rick Biernacki) Vol 9, #4 (V,P) 10.  
 Assault: A Strategic Decision (John VanDevender) Vol 9, #6 (P) 7.  
 SERIES REPLAY (Roy Easton) Vol 10, #3 (SR) 15-17, 11.  
 QUESTION BOX (Vol 5, #4,5; Vol 6, #6; Vol 7, #1,3; Vol 9, #2,3).

#### OUTDOOR SURVIVAL

Gold Rush!! (J. Jarvinen) Vol 10, #6 (V,P) 8.  
 The Hunt (Rick Mathews) Vol 16, #6 (V,P) 21-22.

#### ORIGINS OF WORLD WAR TWO

Solitary Origins (Lawrence Valencourt) Vol 8, #5 (V,P) 11.  
 General Diplomacy (Edi Birsan) Vol 9, #1 (PBM) 4-5.  
 General Diplomacy—II (Edi Birsan) Vol 9, #2 (PBM) 7-8.  
 Tiger by the Tail Tactics (Marc Scheinberg) Vol 9, #6 (P) 3.  
 An Origins Trilogy (Pulshipher, Saha, Valencourt) Vol 10, #3 (V,P) 14.  
 SERIES REPLAY (Barents et al) Vol 11, #4 (SR) 19-23 [Plus various "mini-articles"].  
 Europe and the Pacific (Mark Saha) Vol 13, #5 (H) 3-4.  
 Pacific Origins (Dan Zedek) Vol 13, #5 (V + C + B) 5-7, Insert.  
 Origins of the Third Reich (Robert Ott) Vol 15, #5 (V,P) 17 [3R].  
 QUESTION BOX (Vol 8, #6; Vol 9, #5,6).

#### PANZERBLITZ

Russian Emphasis on Close Assault Tactics (Bill Freeman) Vol 7, #6 (P) 10.

## 1967

Another figure entered the scene in 1967. James Dunnigan designed his first commercial boardgame. He was to use the experience as a springboard to launch a company of his own which would eventually give AH its first serious competitor for the still very limited wargame audience.

**29. JUTLAND** 1967 (1974) 1971  
 James Dunnigan (AH - E)

JUTLAND was the first commercial boardgame to borrow heavily from miniatures. It did not use a mapboard, using range and movement gauges to play on any flat surface in much the same manner miniatures maneuver model ships. The game was reintroduced in 1974 when Randy Reed made minor changes to the rulebook and provided three short scenarios.

## 1968

The company took another chance in 1968, gambling on the marketability of two religious games: YEAR OF THE LORD and JOURNEYS OF ST. PAUL by Rev. Eugene Dougherty. If anything, the experiment was an even more dismal failure than the children's games of 1963 had been. After three years, the remaining stock was virtually given away to local clergymen on the condition that they come to haul them away in lots of 500 or more. On the credit side, the company's sole wargame offering set sales records for a new title up to that date.

**30. 1914** 1968 - 1973  
 James Dunnigan (AH - E)

1914 was a sales success. Unfortunately, it was a lousy game. The mapboard, though innovative for its day, was an unplayable monstrosity and the rules suffered from being incomplete. Perhaps it was too good a simulation in reflecting the trench warfare of World War One because it sure wasn't much fun to play. Convinced that it was losing them long range customers, the game was discontinued despite continuing relatively strong sales.

## 1969

1969 marked the third consecutive year in which AH introduced only one new wargame. The small, but hungry, wargame audience was thirsting for more and AH's limited publishing schedule was tempting others to try their hand.

**31. ANZIO** 1969 (1974, 1978, 1980) 1971  
 Dave Williams (AH - E)  
 Tom Oleson/Don Greenwood

Anzio was loaded with innovation and its highly colorful and functional mapboard combined with step reduction combat should have made it an instant hit. Not so. The game was soon discontinued due to disappointing sales. Handicapped by an unattractive box and confusing rules the game never got the play it deserved. Tom Oleson, a dedicated gamer who fell in love with the game's good points was responsible for subsequent revisions which greatly improved the play of the game and the clarity of the instructions. Only the rulebook and playing aid set is necessary to update the 1969 version although the counters have undergone slight revision and are also worth updating. The last two editions have included only minor changes to the rulebook. More important, is the new box featuring the artwork of Rodger MacGowan which is hoped to improve the game's still dismal sales performance.

**32. CHOICE** 1969 - 1972  
 H. Goldschmidt (AH - E)

Another venture in the children's market—this time featuring a "30 games in one package" type theme. Of interest only to trivia buffs.

**33. C&O/B&O** 1969 - 1972  
 Tom Shaw (AH - G)

An effort to improve on the failure of DISPATCHER. Acclaimed by certain railroad buffs, it was still a dismal failure both as a game and as a seller.

**34. TUF** 1969  
 Peter Brett (PL - C)

A mathematics game which remains highly acclaimed in educational circles, but has never received much store shelf space. Sold principally to schools and school supply houses.

**35. TUFABET** 1969  
 Peter Brett (PL - C)

A vocabulary game based on the same principle as TUF but not nearly as successful

## 1970

There were two wargame offerings in 1970 and what a contrast they were! PANZERBLITZ took the little hobby of wargaming by storm and was an instant hit of heretofore unheard of proportions. More importantly, it had staying power. Still going strong more than ten years later as the 12th best selling wargame in the 1980 line, PANZERBLITZ is the only wargame to have sold more than 200,000 copies (depending, of course, on one's definition of wargame. KRIEGSPIEL, on the other hand, was a dismal failure from the wargamer's viewpoint. It was a constant target of derisive critics, but nevertheless sold well on the charisma of the title alone.

**36. PANZERBLITZ** 1970 (1971)  
 Jim Dunnigan/Redmond Simonson (AH - I)

PANZERBLITZ was actually designed and packaged lock, stock and barrel by SPI as a complete package to AH on a royalty basis. Game actually evolved from an earlier experimental game by SPI called TAC FORCE 3. The revision was limited to slight changes to the scenario cards in the second printing. This revision notice can be found in red on the LOS example card.

**37. KRIEGSPIEL** 1970 - 1979

Tom Shaw (AH - G)

The only real innovation here was the attempt to introduce Tom's highly successful FOOTBALL STRATEGY matrix system into a wargame. He should have left well enough alone. By this time, Tom's interests were shifting to the business end of the hobby and he had no interest in keeping up with the 'state of the art' in the design end. Fortunately for him and for AH, he restricted his talents to marketing hereafter and left wargame design to new faces. The irony in the situation was that Shaw still went out a winner in a sense; KRIEGSPIEL sold relatively well right up until the end—topping 86,000 units all told.

**38. STOCK MARKET** 1970

Thomas Shaw (AH - G)

In the more conventional non-wargame design area Shaw was still better than most. This one won him accolades from CHICAGO TODAY magazine.

**1971**

This was the year of AH's rebirth—not so much because of the games it put out—but because of the inner restructure of the company itself. Heretofore, the company had been under the combined management of two prior creditors with differing notions of how the company should operate. On Nov. 30th, Monarch Services acquired complete ownership of AH and the company commenced what was to slowly become a much more aggressive pursuit of the wargame industry under new President A. Eric Dott. Monarch continued to print the games and Dott founded his own box company for packaging and assembly. AH was on the road to controlling its own destiny for the first time with all production facilities under control of one central management. Old warhorse Tom Shaw was made Executive Vice President and became the principal charter of the company's day to day affairs.

**39. LUFTWAFFE** 1971 (1972)

Lou Zocchi (AH - E)

Like PANZERBLITZ before it, LUFTWAFFE evolved from one of the early SPI prestige games called TWELVE O'CLOCK HIGH. Although it never really stood the hobby on its ear in the manner of a PANZERBLITZ, it remains a consistently good seller to this day—testimony to the importance of a dynamic title and box cover.

**40. ORIGINS OF WORLD WAR II** 1971

Jim Dunnigan (AH - I)

ORIGINS was the second game Jim Dunnigan designed under contract for AH with royalties paid directly to SPI. It attempted to combine the chance elements of wargames with the multi-player aspects of DIPLOMACY. A good, simple little game which never really caught on with hard corps gamers; it remains in the line primarily for its value in the school supply market where it remains an excellent classroom game.

**1972**

By this time AH management realized it could no longer depend on outside sources to design its games and started to rebuild the R&D staff which it had gone without since Roberts' exit. Don Greenwood was hired in May to take over the GENERAL and Randall Reed came aboard a few months later to become the first full time designer in the history of the company. Heretofore, personnel such as Shaw, Schutz, etc. were either part-time, or had to divide their time among everything from marketing to mail order shipping. It was the start of the long road back to in-house design self-sufficiency.

**41. FRANCE 1940** 1972 - 1978

Jim Dunnigan (\* - B)

This game was first published in S&T magazine and later sold to AH with very minor changes. There was little or no input by AH personnel. FRANCE 1940 was a superlative simulation which, by definition, made it a lousy game. It was designed in such a way as to guarantee German victory time after time. It soon fell out of favor with the players.

**42. OUTDOOR SURVIVAL** 1972

Jim Dunnigan &amp; Tom Shaw/Don Greenwood (AH - F)

Perhaps the classic example of the difficulty of judging in advance what game will be a marketing success. This off-beat subject matter was undertaken at the request of Stackpole books who underwrote half of the development costs. The design contract was given once again to Dunnigan, but his submitted version was judged too complicated for the general market at which this product was aimed and Shaw promptly cut it down to size with a "redesign" effort of his own and the whole thing was rewritten by Don Greenwood as his first development job. A very mediocre game in this author's judgement, it remains to this day one of the company's best sellers—proving once again the importance of a beautiful box and striking title.

**1973**

1973 saw the first AH inhouse wargame design of any repute since the original days of the Roberts' classics. There would be many more.

**43. RICHTHOFEN'S WAR** 1973

Randall Reed (AH - G) H

Although owing much of its inspiration to FLYING CIRCUS and FIGHT IN THE SKIES, it was readily recognized as better than its predecessors. The game plays far better with the Variant Maneuvers Cards which AH sells separately by mail. Eventually, the game may be redesigned to incorporate the increased excitement level generated by these cards.

**44. BUSINESS STRATEGY** 1973

Thomas Shaw/Don Greenwood (AH - G)

Actually a sophisticated remake of MANAGEMENT for a new bookcase package. This version sold no better than its predecessor which is unfortunate because it is an excellent game.

CONTEST #42 (Vol 7, #6) 13.

\*\*PanzerBlitz Situation 13 (Tom Oleson) Vol 8, #1 (V,P) 5.  
The Organized Wargamer (Randy Reed) Vol 8, #1 (P) 12.  
PanzerBlitz MSM (Dennis Mehafeff) Vol 8, #2 (V,P) 4-5.  
\*\*More PanzerBlitz Variants (Tom Oleson) Vol 8, #2 (V,P) 5,12.  
Airborne PanzerBlitz (Shelby Stanton) Vol 8, #3 (V,P) 8-9.  
\*\*PanzerBlitz Championship Situations (Lenard Lakofka) Vol 8, #4 (V,P) 3-4.  
\*\*Panzerblitz Concealment (Peter Bradie) Vol 8, #5 (V,P) 3.  
... a kriegspiel PanzerBlitz (Riley Geary) Vol 8, #6 (V,P) 8-10.  
Pincers . . . Another PanzerBlitz Situation (Mathew Buynoski) Vol 8, #6 (V,P) 5.  
PanzerBlitz Revisited (George Hopp) Vol 9, #1 (V,P) 8-9.  
PanzerBlitz Double Attack (Ian Straus) Vol 9, #1 (V,P) 11-12.  
Situation 101 — Roy Easton) Vol 9, #2 (V,P) 8-9.  
Situation 207 (Roy Easton) Vol 9, #3 (V,P) 4-6.  
\*\*Incremental PanzerBlitz (Lavis, Olson, Snellen) Vol 9, #5 (V,P) 6-7.  
Experimental PanzerBlitz (Jerry Thomas) Vol 10, #1 (V,P) 10-11.  
SERIES REPLAY PREVIEW (Vane, Carus, Reed) Vol 10, #1 (P) 15-18.  
PanzerBlitz Revision Upheld (Paul Mills) Vol 10, #3 (V,P) 20,22.  
\*\*Blind PanzerBlitz (Ian Straus) Vol 10, #4 (V,P) 10-11.  
PanzerBlitz Revisited (Kurt Nordquest) Vol 10, #6 (V,P) 9.  
SERIES REPLAY (Plock, Livermore, Easton) Vol 11, #1 (SR) 21-27.  
CONTEST #61 (Vol 11, #2) Insert.  
The Professional German (Dean Miller) Vol 11, #2 (P) 27-28.  
\*\*PanzerNacht (Robert Harmon) Vol 11, #3 (V,P) 11-12.  
\*\*Beyond Situation 13 (Robert Harmon) Vol 11, #4 (V,P) 7-12.  
CONTEST #63 (Vol 11, #4) Insert.  
\*\*Another Situation 13: ParaBlitz (Chris Chyba) Vol 11, #4 (V + C) 17-18.  
Experimental PanzerBlitz (Michael Markowitz) Vol 11, #5 (V,P) 26,9.  
Professional Russian (Carl Hoffman) Vol 11, #6 (P) 14-15.  
Battle for Berlin (Roy Easton) Vol 12, #1 (V,P) 15 [PL].  
SERIES REPLAY (Livermore, Plock, Easton) Vol 12, #2 (SR) 20-25.  
DESIGN ANALYSIS—The Fallacy of "PanzerBush" (Robert Harmon) Vol 12, #2 (D) 25-26 [PL].  
Mathematical LOS Determination (Andrew Katsampes) Vol 12, #3 (V,P) 14-15.  
3-D PanzerBlitz (Richard Borczak) Vol 12, #4 (V,P,Minatures) 13-15.  
PanzerBlitz: Hex by Hex (Larry McAneny) Vol 12, #5 (P) 3-13,34.  
Weather [sic] or Not? (Easton & Kluksdahl) Vol 12, #6 (V,P) 16,21 [PL].  
Adding the Luftwaffe (Ken Brenton) Vol 13, #1 (V,P) 31.  
PanzerBlitz, 1941 (Ramiro Cruz) Vol 13, #3 (V + C) 22-23,11.  
Increasing Infantry Firepower (Norman Beveridge) Vol 13, #4 (V,P) 31.  
Battles in Germany, 1948 (Roy Easton) Vol 13, #5 (V,P) 31-32 [PL].  
SERIES REPLAY (Chiang, Bolar) Vol 13, #6 (SR) 14-17,21-23. Errata appears on Letters page of Vol 14, #3.  
PanzerBlitz Mit Das Wetter (Joe Connolly) Vol 13, #6 (V,P) 30,28.  
1941 PanzerBlitz (William Farone) Vol 14, #3 (V,P) 30.  
More Bangs Per Buck (Gene Boggess) Vol 16, #5 (P) 32-34.  
PanzerBlitz Situation "X" (Chiang & Oleson) Vol 15, #4 (V,P) 14-16.  
\*\*QUESTION BOX (Vol 7, #6; Vol 8, #2,6; Vol 9, #3,5,6; Vol 10, #5,6; Vol 11, #4; Vol 12, #1).  
SERIES REPLAY (Plock, Livermore, Chiang) Vol 16, #1 (SR) Scenario 10 (23-27) Part I.  
SERIES REPLAY (Plock, Livermore, Chiang) Vol 16, #2 (SR) Scenario 10 (17-21) Part II.  
Two is Better Than One (Andrew Katsampes) Vol 16, #6 (P) 29,46.  
\*\*Commander's Notebook (Robert Harmon) Special Issue (P) 26-32.  
\*\*Chopperblitz (Phil Kosnett) Special Issue (V) 22-24.

**PANZERLEADER**

Battle for Berlin (Roy Easton) Vol 12, #1 (V,P) 15 [PB].  
DESIGN ANALYSIS (Randy Reed) Vol 12, #1 (D,Q&A) 16-17.  
DESIGN ANALYSIS—The Fallacy of "PanzerBush" (Robert Harmon) Vol 12, #2 (D) 25-26 [PB].  
PBM—The Hard Way (Foos & Woodfall) Vol 12, #4 (PBM) 10-12,26.  
The Rest of the Battle: Artillery (Roy Easton) Vol 12, #4 (P) 28,24.  
Weather [sic] or Not? (Easton & Kluksdahl) Vol 12, #6 (V,P) 16,21 [PB].  
SERIES REPLAY (Plock, Livermore, Reed) Vol 13, #1 (SR) 12-16,21-22.  
Battles in Germany, 1948 (Roy Easton) Vol 13, #5 (V,P) 31-32 [PB].  
The Red Ball Express (Elwood Carlson) Vol 14, #1 (V,P) 30-31.  
Abstract PanzerLeader (Robert Chiang) Vol 14, #6 (V,P) 25-26.  
PanzerLeader, 1940 (Ramiro Cruz) Vol 15, #2 (V + C) 3-15 Insert.  
CONTEST #84 (Vol 15, #2) Insert.  
Further Considerations for PanzerLeader, 1940 (Richard Bell) Vol 15, #6 (V,P) 30.  
An Overview (Jeffrey Jones) Vol 16, #3 (P) 3-11.  
Sample PBM Sheet (Vol 16, #3) Insert.  
QUESTION BOX (Vol 12, #3,4,5,6).

**RAIL BARON**

Strategy for the Fourth Man (Michael Gray) Vol 15, #2 (P) 26-28.  
Short Game & Two Man Game (Gary Charbonneau) Vol 16, #5 (V) 35-36.

**RICHTHOFEN'S WAR**

CONTEST #56 (Vol 10, #2) 21.  
DESIGN ANALYSIS (Randy Reed) Vol 10, #4 (D,Q&A) 17.

Archie (Randy Reed) Vol 10, #4 (V+C) 18-19.  
 Richthofen's War Errata (—) Vol 10, #4 (Errata) 19.  
 Breaking Par (Robert Harmon) Vol 10, #5 (P) 15-16,13.  
 PBM—TDT For Richthofen's War (James Pyle) Vol 11, #1 (PBM) 11.  
 Richthofen's Potpourri (Bisasky & Saha) Vol 11, #3 (P) 25-26,30.  
 Richthofen's War Analysis (David Bottger) Vol 11, #5 (P) 10-12.  
 A Fun Game (Scott Duncan) Vol 11, #6 (P) 3-5,9-11,30.  
 A Solitaire Version (Mark Saha) Vol 11, #6 (V,P) 6-8.  
 Three More Campaign Games (Al Bisasky) Vol 11, #6 (V,P) 12-13.  
 A Closer Look at Richthofen's War (Bill Donohoe) Vol 13, #5 (P) 28.  
 Unexpected Maneuvers (Michael Turner) Vol 14, #4 (V+CARDS) 20-22.  
 QUESTION BOX (Vol 10, #4,6).

#### RUSSIAN CAMPAIGN

Initial Impressions of Russian Campaign (Dean Miller) Vol 13, #3 (P) 7-8,10-11.  
 Another Man's View of Russian Campaign (Richard Hamblen) Vol 13, #3 (P) 9.  
 CONTEST #73 (Vol 13, #3) 17,20 Insert.  
 But What If . . . (Richard Hamblen) Vol 13, #4 (V+C) 28-29.  
 The Viipuri Defense (Richard Jarvinen) Vol 13, #6 (P) 10-13.  
 DESIGN ANALYSIS (Richard Hamblen) Vol 14, #1 (V,P,Q&A) 13-17,31.  
 Barbarossa Repulsed! (Richard Jarvinen) Vol 14, #3 (P) 16-19.  
 The Final Line (Richard Jarvinen) Vol 14, #5 (P) 21-23.  
 The Road to Berlin (Richard Jarvinen) Vol 15, #1 (P) 28-30.  
 Tournament (Strategic) Level Russian Campaign (Tyrone Bomba) Vol 15, #3 (V,P) 21-23.  
 "Tournament" Reply (—) Vol 15, #3 (P) 22.  
 CONTEST #91 (Vol 16, #3) Insert.  
 SERIES REPLAY (Jarvinen, Beyma, Hamblen) Vol 16, #4 (SR) 22-31.  
 QUESTION BOX (Vol 13, #2,3; Vol 16, #3).

#### 1776

Saratoga (J. Jarvinen) Vol. 11, #5 (P) 17-18  
 1776 Operations (Jack Greene) Vol 11, #6 (P) 26.  
 1776—A Colonial Overview (Robert Beyma) Vol 12, #1 (P) 3-10,12.  
 DESIGN ANALYSIS—Command Control (Leonard Kanterman) Vol 12, #4 (V,P) 17-18,9.  
 CONTEST #70 (Vol 12, #5) Insert.  
 DESIGN ANALYSIS—Practical Matrix (Adam Green) Vol 12, #5 (P) 23-24.  
 Occupation as the Key to Victory (Keith Gross) Vol 13, #1 (P) 23-24.  
 Winning With the Underdog (Joel Davis) Vol 13, #1 (P) 29-30.  
 Just One More Hex . . . Forced March Tables (Richard Jarvinen) Vol 13, #3 (P) 12.  
 Game Theory and 1776 (Richard Jarvinen) Vol 13, #5 (P) 29-30.  
 Patience in 1776 (Edward Caswell) Vol 14, #4 (P) 31.  
 1776 Thesis, Part I (Jonathan Lockwood) Vol 16, #1 (P) 28-29.  
 1776 Thesis, Part II (Jonathan Lockwood) Vol 16, #2 (P) 24-25.  
 1776 Thesis, Part III (Jonathan Lockwood) Vol 16, #3 (P) 26-27.  
 QUESTION BOX (Vol 11, #2,3,4,5)

#### SQUAD LEADER

A Squad Leader Preview (John Hill) Vol 14, #2 (P) 31,34.  
 The Evolution of Small Unit Tactics (John Hill) Vol 14, #5 (H) 3-6  
 Squad Leader First Impressions (Bob Medrow) Vol 14, #5 (P) 7-14.  
 DESIGN ANALYSIS (Greenwood, Hill, Hock) Vol 14, #5 (D) 14-16.  
 CONTEST #81 (Vol 14, #5).  
 SERIES REPLAY (Blumberg, Wetzelberger, Greenwood) Vol 15, #1, 18-23, 34  
 Squad Leader Simultaneous Movement (Mike Chiappinelli) Vol 15, #3 (V,P) 27.  
 Squad Leader Play-by-Mail (Bill Farone) Vol 15, #4 (PBM) 19.  
 True Line of Sight (Robert Corbett) Vol 15, #5 (V,P) 26-27.  
 QUESTION BOX (Vol 14, #5,6; Vol 15, #2; Vol 16, #5).

#### STALINGRAD

Plan Lenin . . . (Carl Knabe) Vol 1, #3 (P) 4,7.  
 CONTEST #3 (Vol 1, #3) 5.  
 Operation Barbarossa (Daniel Hughes) Vol 1, #3 (V,P) 7.  
 Sage Sarge Sez: Stalingrad—Win With Either Side (Louis Zocchi) Vol 1, #3 (P) 8,11.  
 . . . Stalingrad Reworked (Victor Madeja) Vol 1, #5 (V,P) 3.  
 Stalingrad Re-played (—) Vol 1, #6 (P) 2-4.  
 QUESTION BOX (Vol 1, #6) 5.  
 Stalingrad (Victor Madeja) Vol 1, #6 (V,P) 8-9.  
 A Critique: Stalingrad Re-played (—) Vol 2, #1 (P) 1-2.  
 Play-by-Mail Grid Coordinates (—) Vol 2, #1 (PBM) 10.  
 New Stalingrad (J. Norris) Vol 2, #1 (V,P) 10.  
 Best Stalingrad Defense Ever (Ron Bullis) Vol 2, #2 (P) 10-12.  
 Perfect Russian Placement (Scott Geller) Vol 2, #3 (P) 9-10.  
 Attack and Expectations (Laurence Plumb) Vol 2, #4 (P) 2.  
 Invitation to Disaster (William Creamer) Vol 2, #4 (P) 10.  
 The Perfect Russian Placement Criticized (Raymond Utz) Vol 2, #4 (P) 10.  
 Hints for Stalingrad (—) Vol 2, #5 (P) 5.  
 How to Exploit Russian Errors in Stalingrad (Richard Shagrin) Vol 2, #5 (P) 5-6.  
 Stalingrad Over Simplified (Terrence Zuber) Vol 2, #5 (P) 10-11.  
 In Defense of Finland (Carl Knabe) Vol 2, #6 (P) 3.  
 Stalingrad—Tournament Game (Dick Westlund) Vol 2, #6 (V,P) 3-4.  
 German Chances in Stalingrad (Knabe & Cormier) Vol 3, #1 (P) 8-9.  
 Moscow at 3 to 1 (Jack Donovan) Vol 3, #2 (P) 10.  
 Success in Stalingrad (Richard Shalvoy) Vol 3, #3 (P) 10-11.  
 Russian Front—1941 (Barry Jackson) Vol 3, #4 (H) 11.  
 Counterattack or Withdraw (Stewart Grossman) Vol 3, #5 (P) 6.  
 The True Worth of Stalingrad (J. Norris) Vol 3, #5 (P) 2-3.  
 An Amazing Stalingrad Tactic (Richard Shagrin) Vol 3, #5 (P) 4.

## 1974

If AH was reborn as a company in 1971 in terms of its corporate structure, it was truly reborn in the eyes of the public in 1974 when its dynamic duo of Greenwood & Reed combined to put out eight wargames. While three of these (ANZIO, CHANCELLORSVILLE & JUTLAND) were remakes of older titles the average wargamer sat up and took notice nonetheless. While this relative flood of new wargame titles was well received, the company was also taking a flyer on an offbeat project of their own. Top management decided to leave the realm of games and produce a couple of do-it-yourself kits entitled BLACK MAGIC & WITCHCRAFT. Bold experiments are often doomed to dismal failure. These certainly were, but *THE GENERAL* did expand to 36 pages and wargamers were regaining their faith in good ol' AH.

#### 45. 1776 1974 Randall Reed (AH - G)

Just in time for the American Bicentennial, 1776 proved to be a major sales success at the time, and remains an excellent game to this day although its sales have fallen off dramatically as the bicentennial fever subsided. Reed was the first to take Shaw's flawed matrix CRT for KRIEGSPIEL and turn it into a viable and, more importantly, enjoyable gaming mechanism.

#### 46. THIRD REICH 1974 (1975, 1980) John Prados/Don Greenwood (AH - F) Don Greenwood/Larry Bucher AWARDS: CR 1975

While suffering from a hurriedly prepared rulebook with more than its share of ambiguities, this game was terrifically successful as evidenced by an assortment of consumer awards. The 1980 revision consists of new rulebook, mapboard, and scenario cards and greatly improves play of the game. One of the company's alltime best sellers.

#### 47. BASKETBALL STRATEGY 1974 Don Greenwood (AH - G)

An attempt to combine Shaw's matrix system with a random dice roll and area movement was only partially successful. The game was plagued by a longer playing time than its brethren.

#### 48. ALEXANDER THE GREAT 1974 (1975, 1976) Gary Gygax/Don Greenwood (PL - D)

Richard Hamblen was responsible for the rulebook revisions which greatly clarified missile fire. In the initial edition the counters were blank on one side due to the economic restrictions imposed on a game then available only for mail order sale. Randall Reed did the mapboard.

#### 49. PANZER LEADER 1974 (1975) Dave Clark & Nick Smith/Randall Reed (AH - E)

A West Front exploitation of the PANZERBLITZ system did very well in terms of both sales and gamer appreciation. It was far from perfect though and regrettably changed the scale of the original game so that the pieces did not really interchange smoothly. The revision was limited to the scenario cards of the first edition. Another member of the 100,000 sales club.

## 1975

This was the year that the hobby started to become an industry. Heretofore little game companies came and went, but had little contact with each other. Certain companies were openly critical of their competitors in print. But the birth of ORIGINS, a national gaming convention initiated by Avalon Hill, brought the various companies under one roof where personal contacts could be made for the first time. It would ultimately lead to the acceptance of the wargaming hobby as an industry unto itself. 1975 was also the year that Mick Uhl joined the now steadily growing design staff.

#### 50. CAESAR'S LEGIONS 1975 (1976) Loren Wiseman/Don Greenwood (H - D)

This game was first published under the name EAGLES and consisted solely of the present 4th scenario. The AH addition of scenarios and adoption of the Matrix CRT greatly improved it. Only minor additions to the rulebook were made in the second printing.

#### 51. WOODEN SHIPS & IRON MEN 1975 Craig Taylor/Mick Uhl (BL - D) H

WS&IM was a fine game in its own right. The AH development merely clarified the rules, while adding an Advanced Game which increased the focus of the action by lessening the abstraction of the gun factors and halving the scale. A revised set of rules is pending.

#### 52. TOBRUK 1975 (1975) Harold Hock/Randall Reed (AH - E)

TOBRUK is an outstanding tactical simulation but, like most super accurate simulations, suffered as an enjoyable game due to a high number of dice rolls and intricate mechanics. As a weapons study it is unmatched. The first edition was available only at ORIGINS II and for limited mail order sales. It was soon replaced with a corrected rulebook and charts.

#### 53. BEAT INFLATION STRATEGY 1975 - 1976 Alan & Ken Strand/Tom Shaw (AH - E)

This very mediocre game owed its existence to a tie-in promotion with a soon to be released book which unfortunately never had the success predicted for it. If the book was no better than the game, it's no wonder.

## 1976

From a batting average viewpoint 1976 was the year AH went 6 for 6. If there was any doubt that Avalon Hill was producing "state of the art" games, it disappeared after the second ORIGINS convention in Baltimore. Richard Hamblen joined the design staff that summer.

**54. KINGMAKER** 1976 (1980)  
Andrew McNeil/Mick Uhl (H - D) H  
AWARDS: CR 1976

This English import was the first imported game to take the American hobby by storm. Granted, it was a small storm due to the subject matter (English Wars of the Roses), but there was no denying the novelty of the game system. Mick Uhl once again clarified the rules of the Philmar edition and added an Advanced Game while upgrading the components. AH did make one major mistake however in that it reduced the size of the playing board. This will be remedied in the second edition which will go to a three panel board as well as making small corrections in the rules, including a timing mechanism to solve the game's biggest flaw—excessive playing time.

**55. DIPLOMACY** 1976  
Allan Calhmer (PL - B)

DIPLOMACY was purchased outright from Games Research, Inc.—a one game company run on a part-time basis. DIPLOMACY had been around for many years and had become a separate part of the hobby altogether—distinctly separated by its own choosing from the major branches of miniatures and board games. AH limited its contribution to packaging and an enlarged version of the playing board.

**56. WAR AT SEA** 1976 (1977, 1980)  
John Edwards/Don Greenwood (PL - C)

John Edwards is the exclusive importer of AH games in Australia. His company (Jedko Games) also prints several games of his own design. After considerable redevelopment, AH introduced these playability-emphasis games to an enthusiastic American audience. Later editions made minor changes to the rules as well as adding a play balance change in which the American ships enter with increasingly lower die rolls.

**57. CAESAR** 1976 (1977)  
Robert Bradley/Don Greenwood (PL - D)

ALESIA had been produced in 1971 as an amateur game by its designer. AH's redesign was immensely popular among ancients buffs and enjoyed critical acclaim, but like all ancients games it never enjoyed good sales performance. The rulebook revision consisted of correcting an error in the missile chart and adding some questions & answers to the appendix.

**58. THE RUSSIAN CAMPAIGN** 1976 (1977, 1978)  
John Edwards/Don Greenwood (PL - C)  
AWARDS: CR 1977

TRC was so warmly embraced by competition-oriented gamers that it soon drove STALINGRAD from the retail shelves. Like 'GRAD before it, however, TRC never enjoyed outstanding sales figures. Richard Hamblen handled the third edition rules which include meaningful changes to the rulebook, plus expanded scenarios, and his own variant for TRC. The variant proposes additional counters which are included in the current counter sheets.

**59. STARSHIP TROOPERS** 1976  
Randall Reed (AH - G) H

SST was fortunate in that it came out during the height of the science fiction craze sparked by the phenomenal success of the STAR WARS movie. The similarity of the title obviously helped it to the top of the sales picture in 1977. The unique game system using charted movement and setup on a pad replica of the mapboard was quite popular but play balance problems have surfaced of late. As a result, a revised rulebook is pending.

## 1977

1977 was the "Year of the Acquisition" for AH. In '77 AH put its acquisitions of the previous year to work. In May of '76 Avalon Hill purchased the entire line of 3M games—the company which had pioneered bookcase packaging in the adult game industry. Six months later the company also acquired the Sports Illustrated line of games. Both acquisitions opened many marketing doors for AH and resulted in wargames receiving increased exposure in retail outlets which had shunned them previously. Although games from both lines were immediately sold from existing stocks of the original publisher, it was not until 1977 that these games started to become available in AH packaging and with occasional redesign efforts by the AH staff. The lesser titles were weeded out as existing inventories ran out. The realistic sales limits of wargames soon became painfully evident as FACTS IN FIVE climbed to the top of the AH sales pyramid. Due to their limited interest to the average GENERAL reader these games are summarized only briefly below as to extent of AH involvement and year in which discontinued (if any).

The Sports Illustrated acquisition was every bit as successful. Although the games themselves needed work, the combination of AH design expertise and SI advertising clout led to a very successful sports line which remains one of the fastest growing divisions of Avalon Hill. Bruce Milligan came aboard in May to head this division and edit a sister publication dedicated to AH sports games: ALL STAR REPLAY.

Rounding out all of this activity, yet another game line was acquired in February: Aladdin Games. These were abstract or educational games which had very limited marketing success and, for the most part, were soon dropped from the line.

Wargames were not taking a back seat to all this as ORIGINS III unveiled three new titles, two of which won Charlies. The SQUAD LEADER phenomenon appears at this writing to be the second coming of tactical games and threatens to make people forget about PANZERBLITZ as the measuring stick of tactical games.

### 3M & SI Acquisitions

CHALLENGE FOOTBALL 3M A (\*)  
CHALLENGE GOLF 3M B  
CONTIGO 3M A (\*)  
TWIXT 3M (1980) C  
OH WAH REE 3M B  
EXECUTIVE DECISION 3M A (\*)  
CHESS 3M A (\*)  
GO 3M B

POINT OF LAW 3M B  
ACQUIRE 3M B  
STOCKS & BONDS 3M A (\*)  
PLOY 3M A (1979)  
FACTS IN FIVE 3M B  
FEUDAL 3M B  
FOIL 3M A (1978)  
IMAGE 3M B

Stalingrad—Super Tournament Game (James Stein) Vol 3, #5 (V,P) 9-10.  
CONTEST #17 (Vol 3, #5) 13.  
The Pyrrhic Victory—The Doubled Exchange (James Stein) Vol 3, #6 (V) 6.  
The Forgotten Attack (Robert Shalvoy) Vol 4, #1 (P) 14.  
Son of General von Blunder (James Stein) Vol 4, #2 (Humor) 6.  
Rejuvenated Stalingrad (Norman Zinkhan) Vol 4, #2 (V,P) 12.  
Speedy Stalingrad (Whinihan & Hunt) Vol 4, #4 (P) 11.  
Bring Ivan to His Knees (Ted Harpham) Vol 4, #6 (P) 7-8.  
Yes, A German Victory in Stalingrad (Ron Salcedo) Vol 15, #3 (P) 10-11.  
All It Takes is Efficient Planning . . . (Emmet Dowling) Vol 5, #4 (P) 7.  
The Goldwasser Test—A New Dimension for Stalingrad (Naomi Goldwasser) Vol 5, #5 (V,P) 10-11.  
The Mathematics of the CRT (William Gilbert) Vol 6, #1 (V,P) 10.  
The Mathematics of the CRT—II (William Gilbert) Vol 6, #2 (V,P) 8.  
Quality vs Quantity (William Searight) Vol 6, #3 (P) 6.  
Barbarossa (Thomas Fowler) Vol 6, #3 (V,P) 7.  
Strategic Breakthrough—Strategic Paralysis (Mark Lowenthal) Vol 6, #5 (P) 8-9.  
Tactics of Defense (Thomas Fowler) Vol 6, #5 (P) 10.  
19(41)14??? (William Searight) Vol 6, #6 (H,P) 3.  
Realism and Play-balance (John Ellsworth) Vol 7, #2 (V,P) 6.  
Barbarossa With a Purpose (E. Henderson) Vol 7, #3 (H,P) 12.  
Fabian Stalingrad (Mark Morss) Vol 7, #4 (P) 7.  
Getting It Together (Scott Sherwood) Vol 7, #5 (P) 10-11.  
Ostrieg [sic] (Mark Teehan) Vol 7, #6 (P) 11-12.  
What! Another Stalingrad Variant? (Daniel Kronemyer) Vol 8, #2 (V,P) 10-11.  
Stalingrad Breakthrough (Lawrence Valencourt) Vol 8, #3 (V,P) 9.  
Urals Before 1942 (William Searight) Vol 8, #6 (P) 4-5.  
Stalingrad—The Middle Game (George Phillies) Vol 8, #6 (P) 6-7.  
Stalingrad—The Middle Game—II (George Phillies) Vol 9, #1 (P) 6-7.  
Double Stalingrad (Robert Garbisch) Vol 9, #2 (V,P) 4-7.  
The Lambert Defense (Richard Lambert) Vol 9, #3 (V,P) 11.  
Assault from the South: Stalingrad (Rick Moyer) Vol 9, #5 (P) 10-12.  
CONTEST #57 (Vol 10, #3) 21.  
SERIES REPLAY (Evans, Oleson) Vol 10, #4 (SR) 12-17.  
The Invasion of Russia (Saha, Irwin) Vol 11, #2 (H) 3-9.  
Defense in Stalingrad (Mark Irwin) Vol 11, #2 (P) 9-13.  
Defending Russia (Richard Shalvoy) Vol 11, #3 (P) 27-28.  
The Southern Gambit (Gary Gygas) Vol 11, #4 (P) 24-25.  
CONTEST #64 (Vol 11, #5) 9, Insert.  
SERIES REPLAY (Greenwood, Reed) Vol 11, #5 (SR) 19-24.  
The Turk Connection (Mike Markowitz) Vol 12, #1 (V + P) 18-19.  
Which City First? (Richard Moyer) Vol 12, #2 (P) 27-28.  
Starting Stalingrad in 1942 (Joseph Connolly) Vol 12, #4 (V + C) 6-9, Insert.  
Stalingrad Scenario Strategy (George Phillies) Vol 12, #6 (V,P) 15.  
Stalingrad: The Finnish Front (Mark Saha) Vol 13, #3 (V,P) 30.  
Taking the Offense in Stalingrad (Joseph Angiolillo) Vol 13, #4 (P) 12-14.  
SERIES REPLAY—I (Baruth, Angiolillo, Bakulski) Vol 14, #3 (SR) 24-27.  
SERIES REPLAY—II (Baruth, Angiolillo, Bakulski) Vol 14, #4 (SR) 23-27.  
Stalingrad—Revisited and Revised (Louis Coatney) Vol 15, #2 (V,P) 16-19.  
QUESTION BOX (Vol 1, #3,4,5,6; Vol 3, #2,3; Vol 5, #1; Vol 6, #1,6; Vol 7, #5; Vol 9, #5).

### STARSHIP TROOPERS

Digressive Examination (Phil Kosnett) Vol 13, #6 (P) 3-8.  
Solitaire Troopers (Jay Reese) Vol 13, #6 (V,P) 5.  
Starship Troopers Expansion (David Fram) Vol 13, #6 (V,P) 6.  
Saga of the Bug War (Richard Hamblen) Vol 13, #6 (V + C) 8-9, 19.  
CONTEST #76 (Vol 13, #6) 20.  
Game as Literature (Randy Reed) Vol 13, #6 (D) 25-26.  
Of Bugs, Beams, and Breaches (Jim Stahler) Vol 14, #5 (P) 29-30, 26.  
Mission Scenarios (Arnold Hendrick) Vol 15, #1 (V,P) 24-27.  
Starship Troopers Expansion (Bill McLaren) Vol 15, #5 (V,P) 25.  
Scenario 4½: Skinny Civil War (Charles Maissen) Vol 15, #6 (V,P) 29.  
QUESTION BOX (Vol 13, #6; Vol 14, #6).  
Blood & Guts Starship Troopers (Vern Paxon) Vol 16, #5 (P) 24-28.

### STOCK MARKET

QUESTION BOX (Vol 7, #4) 12.

### SUBMARINE

Strategic Submarine (Mick Uhl) Vol 15, #4 (V,P) 3-8, 16 Insert.  
More Submarine Scenarios (James Wirth) Vol 15, #4 (V,P) 9-13.  
U-505, Odyssey of a Submarine (Dave Hable) Vol 16, #5 (V,P) 19-23.  
CONTEST #86 Vol 15, #4) Insert.  
QUESTION BOX (Vol 15, #4,5) 34.

### TACTICS II

Sage Sarge Sez: Tactics for Two—Operation Can-Can (Louis Zocchi) Vol 1, #2 (P) 8, 11.  
The Long Romps! (Albert Nofi) Vol 1, #4 (P) 4, 8.  
Meanwhile—Back at Tactics II (Philip Beasley) Vol 1, #4 (V,P) 7, 12.  
Putting More Realism into Tactics II (Jon Perica) Vol 1, #4 (V,P) 10, 9.  
Operation Stretch (Edi Birsan) Vol 1, #5 (P) 1.  
. . . Tactics II Reworked (Victor Madeja) Vol 1, #5 (V,P) 3.  
"Northwest Column" (Philip Beasley) Vol 1, #5 (V,P) 7.  
Meanwhile—Back at Tactics II (Eric Shimer) Vol 1, #5 (V,P) 11.  
A Blue First Move in Tactics II (Ronald Linger) Vol 1, #6 (P) 4.  
Operation Forceps—Tactics II (Terry Griner) Vol 3, #3 (P) 10.  
Tank Tactics for Tactics II (David Gasser) Vol 3, #1 (P) 9-10.

Schwerpunkt in Tactics II (Keith Bennett) Vol 3, #3 (P) 9-10.  
 Divide and Conquer (Stephen Grimmel) Vol 6, #1 (P) 7.  
 The Strategy of Defense (E. Hendersson) Vol 6, #4 (P) 6.  
 Plan of the Month (Peter Reese) Vol 6, #5 (P) 5.  
 Offense vs Defense (—) Vol 7, #2 (P) 7.  
 Tactics II Updated (John VanDevender) Vol 7, #5 (V,P) 10.  
 1981: A Soviet Image of Future War (Michael McGuire) Vol 12, #1 (H,P) 13-14.  
 QUESTION BOX (Vol 1, #3,4,5; Vol 11, #2).

### THIRD REICH

DESIGN ANALYSIS (John Prados) Vol 11, #6 (D,Q&A) 15-20.  
 CONTEST #65 (Vol 11, #6) Insert.  
 SERIES REPLAY (Nofi, Glynn, Euler) Vol 11, #6 (SR) 21-25,20,28.  
 Without America (Steve Newton) Vol 12, #3 (V,P) 28.  
 PBM—The Hard Way (Dean Miller) Vol 12, #4 (PBM) 10-12,26.  
 Playing Aid—France (—) Vol 12, #4 (Aid) Insert.  
 CONTEST #69 (Vol 12, #4) Insert.  
 Playing Aid—Turn Sequence (—) Vol 12, #5 (Aid) Insert.  
 Strategic Alternatives (Mark Saha) Vol 12, #5 (P) 21-23.  
 DESIGN ANALYSIS (Don Greenwood) Vol 13, #2 (Q&A) 22,32.  
 The Rest of the Calculation (Robert Beyma) Vol 13, #4 (P) 27.  
 Red Options in 3R (Robert Beyma) Vol 14, #1 (P) 21-25,27.  
 Third Reich: The Early Years (David Botzger) Vol 14, #3 (P) 20-23.  
 BRP Warefare in Third Reich (Jeff Nordlund) Vol 14, #4 (P) 14-19,32.  
 The Early Years Reexamined (Richard Shagrin) Vol 14, #5 (P) 31,32.  
 Correct Third Reich (Stuart Smart) Vol 15, #2 (P) 22-24.  
 Another Look at Third Reich (David Ritchie) Vol 15, #3 (V,P) 24-26.  
 Early Years: Rebuttal (David Botzger) Vol 15, #4 (P) 17-18.  
 Origins of Third Reich (Robert Ott) Vol 15, #5 (V,P) 17 [Origins].  
 British Victory in Third Reich (Robert Beyma) Vol 16, #1 (P) 14-19.  
 Third Reich With Finesse (Otto Schmidt) Vol 16, #4 (P) 19-21,32.  
 QUESTION BOX (Vol 11, #5, Vol 12, #1; Vol 14, #2,4; Vol 15, #1,2,3,5; Vol 16, #2).

### TOBRUK

North Africa: 1942 (—) Vol 12, #2 (H) 3-4.  
 Designer's Notes (—) Vol 12, #2 (H,P) 5-10.  
 The Firefights (—) Vol 12, #2 (V,P) 11-12.  
 Tobruk: Combat Expansion and Comment (Hal Hock) Vol 13, #4 (H,Q&A,V+C) 3-11.  
 Player Aids (Vol 13, #4) 17-18 [HIT CHARTS].  
 Tobruk X3 (Mark Saha) Vol 13, #6 (V,P) 29,28.  
 Operation Crusader (Henry Veldenz) Vol 14, #6 (V,P) 29.  
 Tanks for the Memories: Scenarios from ORIGINS II (David Fram) Vol 16, #3 (V,P) 17-18.  
 QUESTION BOX (Vol 13, #4,5; Vol 14, #6).

### U-BOAT

Putting More Realism into U-Boat (Walter Green) Vol 1, #3 (P) 2,7.  
 Naval Affairs (Walter Green) Vol 1, #4 (V,P) 2,7.  
 Probability for U-Boat (Jared Johnson) Vol 2, #3 (P) 10,12.  
 Tactics for U-Boat (Ken Hoffman) Vol 2, #4 (P) 5.  
 CONTEST #14 (Vol 3, #2) 15.  
 CONTEST #29 (Vol 5, #5) 13.  
 CONTEST #37 (Vol 7, #1) 13.  
 QUESTION BOX (Vol 1, #4; Vol 2, #4; Vol 9, #1).

### VICTORY IN THE PACIFIC

Nuts, Bolts, Philosophy, and Design (Richard Hamblen) Vol 14, #4 (H,V,P) 3-10.  
 Victory at Sea (Richard Hamblen) Vol 14, #4 (V+C+B) 11-13,32  
 Insert [WAS].  
 CONTEST #80 (Vol 14, #4) Insert.  
 SERIES REPLAY (Carus, Barr, Greenwood) Vol 14, #6 (SR) 14-24.  
 Air Power in the Pacific (Harry Buchanan) Vol 15, #2 (H,P) 29.  
 Realistic Victory at Sea (Kurt Kimball) Vol 15, #6 (V+C) 26-27  
 [WAS].

### WAR AT SEA

Basic Probability for War at Sea (Richard Hamblen) Vol 13, #3 (P) 13-15.  
 War at Sea in the Mediterranean (Richard Hamblen) Vol 13, #3 (V+C) 15-16.  
 SERIES REPLAY (Hamblen, Uhl, Greenwood) Vol 13, #4 (SR) 21-27.  
 CONTEST #75 (Vol 13, #5) 20 Insert.  
 Tirpitz and the Die-Roller (Craig Ransom) Vol 13, #6 (V,P) 27-28.  
 War at Sea and the French Navy (Joe Connolly) Vol 14, #3 (V+C) 28-29 Insert.  
 Victory at Sea (Richard Hamblen) Vol 14, #4 (V+C+B) 11-13,32  
 [VIP].  
 War at Sea and the Russian Navy (Sean Canfield) Vol 15, #3 (V+C+B) 28 Insert.  
 Tournament Level War at Sea (Richard Baver) Vol 15, #5 (V,P) 22-24,31.  
 Realistic Victory at Sea (Kurt Kimball) Vol 15, #6 (V+C) 26-27  
 [VIP].  
 The Ships of War at Sea (Kevin Duke) Vol 16, #3 (P,H) 12-16.  
 QUESTION BOX (Vol 13, #5).  
 Montgomery At Sea (Joe Pelliccia) Vol 16, #5 (P) 29-31.

### WATERLOO

Waterloo—Altering Starting Situation (Victor Madeja) Vol 1, #3 (V,P) 3.  
 Strategy of Waterloo (Daniel Hughes) Vol 1, #6 (P) 10.  
 Waterloo Defense (Marc Nicholson) Vol 2, #1 (P) 3.  
 A Plea for Napoleonic Warfare (Stan Wolcott) Vol 2, #1 (P) 4-5.  
 Brussels by 20 June (Albert Nofi) Vol 2, #1 (P) 6-7.  
 CONTEST #7 (Vol 2, #1) 7.

VENTURE 3M A (\*)  
 SLEUTH 3M A (1979)  
 HECTIX 3M A (1978)  
 CHALLENGE BRIDGE 3M B  
 SUPERSTAR BASEBALL SI B  
 COLLEGE FOOTBALL SI A (1978)  
 GO FOR THE GREEN SI A  
 TRACK MEET SI A (1978)  
 BACKGAMMON 3M A (1978)

STAC TAC TOE 3M A (1980)  
 MARBLE MAZE 3M A (1978)  
 BALI AL B  
 PERPLEXUS AL A (1980)  
 DELUXE TRIPPPLES AL A (1980)  
 TRIPPPLES AL B  
 TOTALLY AL A (1980)  
 BARRIER AL A (1980)

### 60. ARAB-ISRAELI WARS 1977

Seth Carus/Richard Hamblen

AIW was supposed to be the culmination of the PB system in AH's first contemporary period game design. Although it did make great advances with the PB game system, incorporating such things as morale and quality rating of troops for the first time, it again changed the basis of the system. The three "sister" games did not flow smoothly from one to another and by this time the veteran gamer was growing tired with the PB system in any form.

### 61. PAYDIRT 1977 (1978)

Thomas Nicely/Bruce Milligan (SI - E)

Previously published by SI under the title of Pro Football, PAYDIRT received a much needed redesign by Dr. Thomas Nicely. The names of the original SI designers are unknown. Equally important, the NFL team charts which hadn't been updated since 1972 were revised and updated every year starting with the 1978 season. Prospective buyers can now tell which year's team charts are included inside due to the application of a descriptive label on the outside of each game box. Updated team charts are available every year direct from AH.

### 62. SPEED CIRCUIT 1977

???????/Don Greenwood (3M - C)

Originally published by 3M in 1973. The AH redesign was a major improvement. 15 additional tracks and rules are available by direct mail and in ALL STAR REPLAY.

### 63. WIN, PLACE & SHOW 1977

J. Reilly & T. Divoll/Don Greenwood (3M - C)

Originally published by 3M in 1966 in their linear box with wrap-around plastic mapboards—a configuration which characterized the entire 3M sports line.

### 64. THE COLLECTOR 1977

Pearl Winters/Richard Hamblen (3M - C)

Originally published by 3M under the name HIGH BID. An excellent multi-player card game reminiscent of Gin Rummy, it has never sold well.

### 65. RAIL BARON 1977 (1980)

R. J. Erickson/Richard Hamblen (PL - C)

AWARDS: CR 1978

The most successful non-wargame AH has ever produced in terms of its appeal to wargamers and non-wargamers alike. The revision consisted of a simple correction to the payoff tables. The game did change packaging shortly after its introduction. Originally called BOXCARS, Hamblen's addition of the Superchief and new artwork vastly improved the game.

### 66. VICTORY IN THE PACIFIC 1977

Richard Hamblen (AH - G)

AWARDS: CR 1978

A sister game to WAR AT SEA, this version added much sophistication while maintaining the simple game mechanics which made WAS so popular. The elements of carrier warfare and island hopping are excellently portrayed in a very playable game system.

### 67. SQUAD LEADER 1977 (1978, 1979, 1980)

John Hill/Don Greenwood (AH - F)

AWARDS: CR 1978

Not since PANZERBLITZ had AH published a game so universally acclaimed in wargaming circles. Furthermore, it sold like PB too! The second edition underwent considerable changes including a new box, slightly enlarged mapboards, and revised rules. A new edition of the rules is printed almost annually in an effort to keep up with continuing changes caused by the publication of connecting gamettes which expand the system.

## 1978

By this time AH was really picking up corporate steam. The design offices had moved from an old warehouse to their present location at 900 St. Paul St. & 20 E. Read St. and yet another fulltime designer was brought aboard in the person of Frank Davis. Unfortunately, his first project proved to be more than he could handle and after two years of laboring with Larry Pinsky's THE RISING SUN he was reassigned to other work. Determined not to release another KRIEGSPIEL, AH has kept TRS in limbo ever since in an effort to refine it to an acceptable level. This problem signalled a slow down in the AH R&D program despite its biggest staff ever at a time when the hobby was literally bursting with releases from new companies.

### 68. UFO 1978

Tom Dahlgliesh/Don Greenwood (PL - D)

First published by Gamma Two, Ltd of Canada this little item was picked up primarily because of the title which had already been in use by the game company before a like-named tv series came along. It was almost too abstract to be considered a simulation but sold reasonably well nonetheless due to the science fiction movie craze which was at its height.

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\*Type: (V) Variant on some aspect of gaming

(Humor)	Again, this term is used quite loosely	(H)	Article is Historical in nature
(D)	Design related articles, no specific AH game	(PBM)	Play-by-Mail article
(Survey)	Gamers survey, or survey results	(Books)	Book reviews
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## THE WARGAMER'S GUIDE TO MIDWAY

Containing thirty-six pages of the best of *THE GENERAL* articles on the game plus previously unpublished material as well, this guide is a must for every fan of the game. Several official rules changes update the game and erase its few minor flaws. A tribute to one of the hobby's eldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by getting better.

THE WARGAMER'S GUIDE TO MIDWAY sells for \$4.00 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% sales tax.

### 69. SUBMARINE 1978 Steve Peek/Mick Uhl (BL - D) H

The basic game remained predominantly the same but Uhl designed a much more ambitious advanced game version. Perhaps somewhat weak as a simulation, it remains an outstanding game—especially in multi-player form. A rulebook revision is pending.

### 70. ASSAULT ON CRETE 1978 Vance von Borries/Randall Reed (AH - E)

Actually two games in one, as the hypothetical "Invasion of Malta" game with its own board and counters was included as a "bonus". Ironically, due to the shorter playing time, it appears that Malta is played more frequently.

### 71. CROSS OF IRON 1978 (1979, 1980) John Hill/Don Greenwood (AH - F)

AWARDS: CR 1979

The first of the "gamettes"—i.e., a game that cannot be played by itself—it being an addition to the SQUAD LEADER game system. It appeared to feed the SL frenzy by supplying highly detailed equipment breakdowns and rules, and thereby set the stage for the gamettes to follow. Like all games in the SL series, the rulebook is periodically updated when a new gamette is released with its attendant alterations to the old system. COI was plagued by a series of manufacturing problems including a change in scale of the mapboards and a pressman's mistake in color selection for the German counters. Despite this, it won the CR Award for best graphics presumably due to the innovative use of color on its vehicle counters. Corrected counters (light blue on front, white on back) are now available for separate parts purchase.

### 72. NAPOLEON 1978 Tom Dahlgliesh/Richard Hamblen (PL - F)

Originally published by Gamma Two Games, NAPOLEON is an excellent game with a unique game system which deserves more attention from the gamer. Sales performance has been poor.

### 73. STATIS PRO NBA BASKETBALL 1978 Jim Barnes/Bruce Milligan (PL - C)

Statis Pro was a line of sports games based on statistics of real life pro athletes. Owner Jim Barnes decided to throw his lot in with AH as a free lance designer and the line immediately benefitted from improved graphics and marketing. Jim's Fast Action Card system which replaces dice is the central theme in all of his games. NBA players are rerated every year and available for purchase separately. A pressure sensitive sticker on each game box informs the potential buyer what season's cards are contained inside.

### 74. BOWL BOUND 1978 Thomas Nicely/Bruce Milligan (SI - D)

Actually a replacement for COLLEGE FOOTBALL, BOWL BOUND received the updated PAYDIRT game system and 20 new alltime great team charts along with a new bookcase box. These team charts are subject to review for inclusion of the most recent outstanding college teams approximately every 5 years. Like PAYDIRT before it, the college version benefitted by the same game system redesign by Dr. Nicely.

## 1979

Acquisition was also a key word in 1979 as AH took over its first wargame company with the purchase of the old Battleline series of games from Heritage Models. AH sold existing inventory of several titles, republished those it would keep in stop-gap AH packaging, and set to work to revise or clean up the rest. At this writing, this revision process is only beginning and probably will not be culminated until late '81. Present plans for each of these acquisitions are noted below.

1979 was also the year AH finally turned its head to fantasy—somewhat at the expense of the more traditional historical wargame production. The constantly growing AH staff added Alan R. Moon as a game developer and ass't editor for *THE GENERAL* and Dale Sheaffer as a staff graphics man.

### 75. STATIS PRO MAJOR LEAGUE BASEBALL 1979 Jim Barnes/Bruce Milligan & Tom Shaw (PL - C)

AH enjoyed instant success with this release of a statistical baseball game which was every bit as good as its competitors and far less expensive.

### 76. USAC AUTO RACING 1979 Jim Barnes/Tom Shaw & Bruce Milligan (PL - C)

This statistical car racing game of the Indy 500 had been around for a long time, but never with quality full color photographs of the actual drivers.

### 77. BOOK OF LISTS 1979 Robert Engle/Don Greenwood (AH - E)

Another promotional tie-in with a book, this trivia game was far more successful than BEAT INFLATION STRATEGY, both as a game and as a seller.

### 78. FOREIGN EXCHANGE 1979 Allan Tech (PL - C)

Originally sold strictly as a takeover of existing inventory it was later repackaged and added to the line.

### 79. REGATTA 1979 Frank Thibault/Bruce Milligan (3M - C)

A resurrection from the 3M sports line.

### 80. WIZARD'S QUEST 1979 Gary Donner/Mick Uhl (AH - G)

A simple but clever fantasy variation of RISK with a growing following.

### 81. DUNE 1979 Jack Kittredge/Mick Uhl (AH - E)

An excellent adaption of the book by the designers of FUTURE PASTIMES. Mick Uhl authored most of the advanced game options.

## KEY TO THE "LETTERS TO THE EDITOR" INDEX

### FORMAT:

Author (subject of letter<sup>1</sup>) Volume: Number (page).

<sup>1</sup>A reply to an article: (reply to author, "article title" vol.: number)

A reply to an earlier letter: (reply to author\*)

Author's own correction to an article: (ADD & CORR, "article title" vol.: #)

The Letters page in the *GENERAL* has rarely resembled the self-serving hype that many magazines publish and as such is worthy of inclusion in this index. The letters give the current reader an insight into how the readership of that period reacted to the *GENERAL* as it evolved. It also serves to show how little things have changed as is evidenced by the complaints regarding "lateness" of the magazine which made their first appearance in Vol. 1, #4! Oftentimes the reader reaction to certain articles as portrayed via the letters page proved more interesting than the articles themselves. Indeed, in

some cases the letters page becomes necessary reading to keep up with the errata for the articles in preceding issues.

When Greenwood came aboard as editor with Volume 9, the Letters page also became an extension of the AH Philosophy as the editor printed gripe letters freely and used them as a platform to answer complaints with the official AH view on matters troubling portions of the readership. In many ways, the Letters Page became more a true indication of the AH Philosophy than the column which went under that title.

### AFRIKA KORPS

- Whit Stillman (comments on realism) 1:2 (3).
- Conrad Jarrell (praise for humor in advertisements) 1:2 (4).
- Arthur Fossa (variant with miniatures) 1:3 (6).
- James Smith (reply to Anon., "Afrika Korps Replayed" 1:5) 1:6 (6).
- James Dunnigan (reply to Anon., "Afrika Korps Replayed" 1:5) 1:6 (6).
- Steffan Kullengren (improvements for rules) 7:2 (14).
- Ken McGurn (problems with the game) 9:5 (13).
- Charles Starks (reply to Hazlett, "Tournament Play" 11:3) 11:5 (29).
- Tom Hazlett (reply to Lockwood, "The Paleveda Gambit" 12:5) 13:1 (33).

### ALEXANDER

- Bruce Hooke (praise—but balance problems) 11:6 (29).

### ANZIO

- Robert Reuschlein (reply to Burkman, "Anzio Without Really Trying" 6:2) 6:3 (14).
- Marc Nicholson (setup aide) 7:3 (14).
- David Roberts (reply to Oleson, "Allied Strategy in Anzio" 10:5) 11:1 (29).
- Jerry Schott (criticism of the "updated" game) 15:5 (33).

### BATTLE OF THE BULGE

- James Young (one-sided, bad game) 5:6 (14).
- Lawrence Valencourt (reply to Young\*) 6:1 (14).
- Joel Klein (an opening-move suggestion) 7:4 (14).
- Randy Heller (reply to Shagrin, "Heller's Folly" 7:4) 7:5 (13).
- Bruno Sinigaglio (hints on new version of the game) 16:1 (33).

### BLITZKRIEG

- Paul Cathey (meaning of the colors Red & Blue?) 6:1 (14).
- Keith Bennett (meaning of the colors Red & Blue?) 6:1 (14).
- Stan Kaplan (reply to Pelto, "The Pessimist's Blitzkrieg" 6:6) 7:2 (14).
- Mark McCandless (reply to Griffin, "Strategic Bombing The Key" 7:2) 7:3 (14).
- Mark McCandless (reply to Anon., "Blitzkrieg—Troops for the Minor Countries" 2:6) 7:4 (14).
- Lewis Pulsipher (variant rules) 11:1 (29).
- Alan Skinner (reply to Greenwood, "Surface Raiders" 12:2) 12:4 (29).
- James Stahler (variant, Hidden Movement) 12:4 (29).
- Glenn Roberts (variant, Fortress) 12:5 (33).
- Editor (variant rules, "Fortifications") 13:1 (33).

### CAESAR'S LEGIONS

- Gerard Verzaal (reply to Greenwood, "The Best Alternative to Play Balance" 13:5) 13:6 (33).

### CHANCELLORSVILLE

- Don Holshuh (reply to Reed, "Design Analysis" 12:3) 12:5 (33).

### C&O/B&O

- Andrew Sperandeo (praise: better than Dispatcher) 6:2 (11).
- Robert Olimsk (why phase out this great game?) 8:6 (14).

### D-DAY

- Larry Willey (comments on para-drop rules) 1:4 (3,12).
- Tyrona Bomba (Add & Corr, "Plan of the Month" 7:1) 7:2 (14).
- Robert Burge (reply to Searight, "Gamble or Play it Safe?" 7:5) 8:1 (13).
- Keith Lewis (variant, Patton's 3rd Army) 9:5 (13).
- Mark Matuschak (reply to Gygax, "D-Day Defended" 10:1) 10:3 (21).
- Robert Burge (reply to Gygax, "D-Day Defended" 10:1) 10:5 (21).
- Gary Gygax (reply to Burge\*) 10:5 (21).
- Tim Latanishen (praise) 11:2 (29).

- Robert Beyma (reply to Greenwood-Roberts, "Beach by Beach" 11:1) 11:4 (29).
- David Roberts (reply to Beyma\*) 11:6 (29).
- Mark Saha (comments on "updated" game) 14:5 (33).

### FOOTBALL STRATEGY

- Don Greenwood (praise, but game is too simple) 6:1 (14).
- Jim Reilly (OOPS League info.) 10:6 (21).

### FRANCE, 1940

- Allen Kerns (praise) 9:1 (13).
- Phillip Costaggini (suggestions for new Order of Battle) 9:6 (13).
- Peter Hsu (reply to Costaggini\*) 10:2 (21).
- Dan Richardson (reply to Wessels, "Is Defense Really Necessary?" 9:6) 10:5 (21).
- Larry Wessels (reply to Richardson\*) 11:1 (29).
- Phil Kosnett (Add & Corr, "More French Alternatives" 13:3) 13:5 (33).

### GETTYSBURG

- Doug Kewley (reply to Files, "Togetherness for Confederates" 5:2)
- Thomas Wilbur (reply to Augenbraun, "Gettysburg—What Price Victory?" 8:1) 8:3 (13).
- Anon (reply to Boslet, "A Realistic Solution" 10:6) 11:3 (29).

### GUADALCANAL

- John Kato (problems) 6:4 (11).
- Gordon Neufeld (praise) 6:6 (14).
- Joseph Seliga (praise) 6:6 (14).
- John Kato (variant, Hidden movement suggestions) 6:6 (14).
- Mark Saha (praise, suggestions) 9:6 (13).
- Mark Saha (reply to Davis, "Guadalcanal: The Island, the Campaign, the Game" 10:6) 11:3 (29).

### JUTLAND

- Stuart Gilbert (reply to Witmer, "Jutland Rebuttal and Six Variations" 6:5) 6:6 (14).
- Robert Thorne (reply to Witmer, "Jutland Rebuttal and Six Variations" 6:5) 6:6 (14).
- Stephen Lewis (reply to Gilbert\* & Thorne\*) 7:1 (14).
- Anthony Bernier (variant, rubberband firing!) 8:2 (13).
- J. Northgraves (variant, 3rd player) 9:1 (13).
- Dean Miller (Add & Corr, "Probable Possibilities" 12:3) 12:5 (33).
- David Wilson (a "playable variant") 15:3 (33).

### KINGMAKER

- Bill Mauzey (praise for the advance announcement) 12:5 (33).

### KRIEGSPIEL

- Charles Debaugh (praise) 7:2 (14).
- Craig Ashby (will not buy game) 7:3 (14).
- Chris Hilburn (praise) 7:3 (14).
- Dana Brussel (reply to Ashby\*) 11:4 (29).

### LUFTWAFFE

- J. E. Pournelle (long letter on his historical position) 9:4 (13).
- Karl Skadowski (variant, victory conditions) 9:5 (13).
- Mark Saha (reply to Duncan, "Luftwaffe Analysis" 10:2) 10:6 (21).
- Robert Harmon (Add & Corr, "Breaking Par" 10:5) 10:6 (21).
- Robert Harmon (historical comments) 11:1 (29).
- Robert Duncan (reply to Hazlett, "A Fast American Win" 11:2) 11:4 (29).
- Norman Kluskdahl (beef-up the P-38) 13:3 (33).
- Dave Sandberg (reply to Harmon, "Calibrated Luftwaffe" 13:1) 14:1 (33).
- David Goodwin (variant, balance) 14:4 (33).

### MAGIC REALM

- John Duchon (criticism of development) 16:6 (45).

### MANAGEMENT

- E. Brodie (used at Bell Telephone) 6:1 (14).

### MIDWAY

- Kenneth McGurn (variant, rule changes) 13:3 (33).
- Craig Kurumada (don't use the word "Jap") 13:5 (33).
- Melvin Safstrom (problems with rules & history) 14:5 (33).
- Editor (Add & Corr, "Pacific Theatre via Midway" 15:5) 15:6 (33).

### 1914

- Anon. (criticism) 6:2 (11).
- Ronald Jacob (reply to Valencourt, "Air Power in 1914" 6:2) 6:3 (14).
- Thomas Wilbur (reply to Valencourt, "Holland 1914" 7:4) 7:5 (13).
- Michael Carr (reply to Valencourt, "Air Power in 1914" 6:2) 6:3 (14).
- Joe Dulaney (reply to Augenbraun, "1914 Strategy and Tactics" 7:6) 8:1 (13).
- A. Velez-Diaz (a Phd and an MA can't figure out how to play) 9:1 (13).
- Seth Fine (reply to Crow, "German 1914 Assault Tactics" 8:6) 9:1 (13).
- Paul Purman (criticism of game length) 15:5 (33).
- Mark Lowenthal (ADD & CORR, "The Schlieffen Plan and 1914" 6:4) 6:5 (14).
- Patrick Regan (criticism) 6:5 (14).

### OUTDOOR SURVIVAL

- Tim Weege (praise) 10:3 (21).
- Craig Ransom (variant ideas) 10:6 (21).
- Craig Ransom (more variant ideas) 12:2 (29).

### ORIGINS OF WORLD WAR II

- J. E. Pournelle (reply to Dunnigan's comments after Pournelle's "AH Philosophy #34 in 9:2) 9:3 (13).
- Mark Saha (reply to Sheinberg, "Tiger by the Tail" 9:6) 10:1 (21).
- Bill Fisher (praise) 10:2 (21).
- Lane Marinello (praise) 10:4 (21).
- Richard Noonan (variant) 10:5 (21).
- Lewis Pulsipher (wrote the "Italian Variants" in "An Origins Trilogy" 10:3) 11:1 (29).
- Len Scensey (reply to Pulsipher\*) 12:1 (29).
- Michael Ziegler (hints on play) 12:2 (29).
- Robert Sellen (praise; classroom use) 12:5 (33).

### PANZERBLITZ

- Timothy O'Neill (comments on realism) 7:6 (13).
- Greg Degi (praise) 7:6 (13).
- Michael Plesko (terrain problems) 7:6 (13).
- Tom Oleson (reply to Freeman, "Russian Emphasis on Close Assault Tactics" 7:6) 8:1 (13).
- John Jacobson (use bingo chips to mark units) 8:2 (13).
- David Huss (reply to Stanton, "Airborne PanzerBlitz" 8:3) 8:4 (14).
- Hank Roach (more articles needed!) 8:5 (13).
- Nick Jewett (variant, Impulse movement) 9:2 (13).
- Richard Thomas (variant, Spotting rules) 9:3 (13).
- Keith Gross (reply to Hopp, "PanzerBlitz Revisited" 9:1) 9:4 (13).
- Steve Powlesland (Germans need help) 9:6 (13).
- Robert Chiang (ideas for situation #10) 10:3 (21).
- Rolf Luchs (reply to Thomas, "Experimental PanzerBlitz" 10:1) 10:3 (21).
- Mark Saha (ideas for situation #4) 11:1 (29).
- Carl Hoffman (reply to Miller, "The Professional German" 11:2) 11:4 (29).
- Steven Yancey (reply to McAneny, "The Pieces of PanzerBlitz" & Harmon, "Beyond Situation #13" both in 11:4) 11:6 (29).
- Editor (corrections for problems noted in entry above) 11:6 (29).
- Jeffrey Jones (reply to McAneny, "The Pieces of PanzerBlitz" 11:4) 11:6 (29).
- Jonathan Penner (reply to Hoffman\*) 12:1 (29).
- Michael Orth (reply to Hoffman\* & Yancey\*) 12:1 (29).
- Roy Easton (Add & Corr, "Battle for Berlin" 12:1) 12:3 (29).
- Mark Matuschak (reply to Harmon, "Situation #13" 11:4) 12:3 (29).
- Ian Straus (reply to Harmon, "The Fallacy of Panzer-Bush—Design Analysis" 12:2) 12:6 (33).
- Mark Brazas (reply to Saha\*) 13:3 (33).
- Robert Chaing (Add & Corr, "Series Replay" 13:6) 14:3 (33).
- Lorin Bird (variant, movement rules) 15:3 (33).
- Tom Oleson (Add & Corr, "PanzerBlitz Situation X" 15:4) 16:5 (45).

### PANZERLEADER

- Steve Spoulos (praise) 12:1 (29).
- John Libby (reply to Foos, "PBM—the Hard Way" 12:4) 12:6 (33).
- Randy Bostwick (variant, OOB for situation #3) 13:2 (33).
- Ramiro Cruz (Add & Corr, "PanzerLeader, 1940" 15:2) 15:5 (33).
- Annon. (Add to "PanzerLeader 1940" 15:2) 16:2 (33).
- S. Hogan (plea for unification of design in the PB, PL & AIW games) 16:6 (45).

### RICHTHOFEN'S WAR

- Alan Carlson (variant, "glide") 11:6 (29).



- David Bottger (Add & Corr, "Richthofen's War Analysis 11:5) 12:1 (29).
- Mark LaPlante (variant, "bounce") 13:3 (33).
- Eric Waggoner (variant, "clouds") 13:6 (33).
- Robert Duncan (variant, "climb & dive") 14:2 (33).
- Editor (Add & Corr, "Unexpected Maneuvers" 14:4) 14:6 (33).

#### RUSSIAN CAMPAIGN

- William Farone (reply to Miller, "Initial Impressions of Russian Campaign" 13:3) 13:5 (33).
- Peter Olafson (reply to Jarvinen, "Viipuri Defense" 13:6) 14:4 (33).
- Lorrin Bird (reply to Jarvinen, "Barbarossa Repulsed" 14:3) 14:5 (33).
- Jim Eliason (reply to Hamblen, "Design Analysis" 14:1) 15:5 (33).
- Mark Brazas (reply to Greenwood, "Series Replay" 16:4) 16:5 (45).
- Gene Boggess (playing aid for postal play) 16:6 (45).

#### 1776

- George Phillies (no need for "idiocy factor") 11:2 (29).
- Tom Hazlett (comments on Command/Control) 11:2 (29).
- Joel Davis (comments on criticism in other magazines) 11:2 (29).
- J.E. Pournelle (praise) 11:2 (29).
- Larry Bucher (comments good & bad) 11:4 (29).
- Ed Newby (reply to Phillies\*) 11:5 (29).
- Thomas Hilton (Americans can win!) 11:5 (29).
- Stephen Tietz (praise, tips for play) 12:1 (29).
- Charles Starks (reply to Jarvinen, "Saratoga" 11:5) 12:2 (29).
- Ron Magazzu (flaws—but praise) 12:2 (29).
- Keith Mohler (add ships?) 12:3 (29).
- Mike Thomas (praise, tips on play) 12:4 (29).
- Bill Hecker (reply to Kanterman, "Design Analysis—Command/Control" 12:4) 13:2 (33).
- Mark Matuschak (reply to Gross, "Occupation as the Key to Victory" 13:1) 13:3 (33).
- Dwight Hamner (reply to Jarvinen, "Game Theory and 1776" 13:5) 14:1 (33).
- Richard Jarvinen (reply to Hamner\*) 14:3 (33).

#### SQUAD LEADER

- Frank Avent (plea for expansions) 15:1 (33).
- John Scales (reply to Greenwood, "Design Analysis" 14:5) 15:2 (33).
- Nathan Wallace (reply to Avent\*) 15:3 (33).
- Pierre Frioud (reply to Hill, "Design Analysis" 14:5) 15:5 (33).
- Michael Mahoney (where is COI?) 15:6 (33).
- Jim Roche (Disturbed over gamettes delay) 16:1 (33).
- Roger Eastep (comments on coming gamettes) 16:4 (33).

#### STALINGRAD

- Geoff Burkman (Dowling's "All it takes is efficient planning" in 5:4 is a copy of Donovan "Moscow at 3 x 1" in 3:2) 5:6 (14).
- Tom Oleson (Play Balance) 16:5 (14).
- Lewis Pulsipher (reply to Henderson, "Barbarossa with a purpose" 7:3) 7:4 (14).
- Henry Hope (reply to Ellsworth, "Realism and Play balance" 7:2) 7:4 (14).
- Thomas Oleson (play balance suggestions) 7:4 (14).
- Charles Bogart (reply to Ellsworth, "Realism and Play Balance" 7:2) 7:4 (14).
- Robert Barbisch (Add & Corr, "Double Stalingrad" 9:2) 9:3 (13).
- Bill Fisher (reply to Searight, "Urals Before 1942" 8:6) 10:2 (21).
- Richard Drozd (praise, ideas for victory change) 10:6 (21).
- Robert Beyma (reply to Shalvo, "Defending Russia" 11:3) 12:1 (29).
- David Antczak (reply to Beyma\*) 12:3 (29).
- Robert Beyma (reply to Antczak\*) 13:2 (33).
- Kenneth McGurn (play balance vs realism in replacement rates) 15:5 (33).
- Louis Coatney (Add to "Stalingrad Revisited and Revised" 15:2) 16:2 (33).
- George Phillies (reply to Coatney\*) 16:4 (33).

#### STARSHIP TROOPERS

- Phil Kosnett (reply and addition to Hamblen, "Saga of the Bug War" 13:6) 14:2 (33).
- Editor (Add & Corr, MacLaren, "Starship Troopers Expansion" 15:5) 15:6 (33).

#### TACTICS II

- Jesse Lederman (hold on to the cities!) 6:4 (14).
- Bernie Magelky (variant, Hidden Units) 10:4 (21).

#### THIRD REICH

- Jack Greene (praise) 12:1 (29).
- Thomas Hilton (ideas for openers) 12:3 (29).
- Robert Correll (variant, set-up) 13:2 (33).
- William Nightingale (reply to Saha, "Strategic Alternatives" 12:5) 13:4 (33).
- Gary Olson (comments) 13:4 (33).
- Jeffrey Staniszewski (variant, change to force pools) 14:3 (33).
- Ken Ramstead (reply to Staniszewski\*) 14:5 (33).
- Richard Leith (problems with Q&A answers) 14:6 (33).
- Barry Link (variant, balance) 15:1 (33).
- Ron Magazzu (praise, but poor rulebook index) 15:1 (33).
- Donald Errico (reply to Shagrin, "The Early Years Reexamined" 14:5) 15:4 (33).
- Mark Nixon (reply to Smart, "Correct 3R" 15:2) 15:4 (33).

#### 82. MAGIC REALM 1979

Richard Hamblen (AH - G) H

AH's first venture into fantasy role playing, albeit in a board game format. MR drew raves for its design innovations, but failed badly in the execution of the rules presentation. A revised rulebook is in the offing. In the meantime, Vol. 16, No. 4 of *THE GENERAL* is recommended as a source of errata.

#### 83. FURY IN THE WEST 1979

Steve Peek/Craig Taylor (BL - C) H

AH revisions will be clarifications to the rules only.

#### 84. TIREME 1979

Ed Smith/Arnold Hendrick (BL - C) H

AH revisions will be minor additions to rules only.

#### 85. SAMURAI 1979

Dan Campagna/Arnold Hendrick (BL - C) H

AH revisions will be minor clarifications of rules.

#### 86. MACHIAVELLI 1979

James B. Wood/Craig Taylor (BL - C) H

AH revisions to this DIPLOMACY-type game will be minor clarifications of rules and a new map.

#### 87. DAUNTLESS 1979

Craig Taylor (BL - D) H

AH revisions to this expansion of the AIR FORCE game will be extensive with color coded plane cards replacing the numerical BL version.

#### 88. AIR FORCE/DAUNTLESS EXPANSION KIT 1979

Craig Taylor (BL - D) H

Same as above, but the gamette will be renamed STURMOVIK.

#### 89. ALPHA OMEGA 1979

Steve Peek/Sean Hayes (BL - C) H

AH revisions will be limited to minor rule clarifications and box art.

#### 90. VIVA ESPANA 1979 - 1980

Allan Eldridge/Steve Cole (BL - A)

#### 91. ARMOR SUPREMACY 1979 - 1980

Bob Connor (BL - A)

#### 92. NAVAL SUPREMACY 1979 - 1980

?????????? (BL - A)

#### 93. FLAT TOP 1979

Craig Taylor (BL - F) H

AH revision will include new scenarios, rewritten rules, and new box art.

#### 94. INSURGENCY 1979 - 1980

?????????? (BL - A)

### 1980

Which brings us to the present. Kevin Zucker is the seemingly annual addition to our R&D team. The age of electronics is upon us as evidenced by the humble beginnings of MICROCOMPUTER GAMES, a division of Avalon Hill offering software game programs for the TRS-80, APPLE, and PET home computers. As these are not board games, nor technically speaking AH games, they are not listed here other than mentioning that the company made its debut at ORIGINS '80 with five programs available for \$15 apiece. Whatever else 1980 holds for AH it has already resulted in two widely divergent firsts. The appearance of THE LONGEST DAY as AH's first (and probably last) monster game with a \$65 price tag is in sharp contrast to the appearance of smaller low price point (\$8) games in gamette boxes such as CIRCUS MAXIMUS.

#### 95. WAR & PEACE 1980 (1980)

Mark McLaughlin/Frank Davis (AH - E) H

Our first Grand Strategic Napoleonic game has had widely divergent initial reviews. A slight correction was made to the first edition mapboard. Rulebook revisions are pending.

#### 96. CRESCENDO OF DOOM 1980

Don Greenwood (AH - G)

The second gamette expansion to the SL game system. Slight corrections were made to the counters in the second edition. Revised rulebooks may be forthcoming as the series continues.

#### 97. CLASS STRUGGLE 1980

Dr. Bertel Ollman/Alan Moon (PL - C)

A simple game based on a highly controversial subject matter which has succeeded in gaining a great deal of publicity. Although at first AH sold only existing inventory, it was later repackaged and revised in an attempt to improve its play value.

#### 98. TITLE BOUT 1980

Jim Trunzo/Bruce Milligan (AH - E)

A statistically based boxing game with individually rated real life boxers of the past and present. Highly acclaimed as both a simulation and a game. New boxer ratings are made available for contemporary fighters every two years and sold separately, or in some cases included as free inserts in ALL STAR REPLAY.

#### 99. INTERN 1980 (1980)

Cliff and Lou Andrews/Alan Moon (PL - E)

A MONOPOLY type game designed by a husband and wife doctor team depicting the routine of the average hospital intern. The subject has been offbeat enough to make it a respectable seller. The rules were revised in the second edition.

13. Editor (Add & Corr to Smart, "Correct 3R" 15:2) 15:5 (33).
14. William B. Searight (reply to Beyma, "British Victory in 3R" 16:1) 16:4 (33).
15. Anon. (reply to Beyma, "British Victory in 3R" 16:1) 16:4 (45).
16. Bob Hinkle (reply to Schmidt, "Third Reich with Finesse" 16:4) 16:6 (45).

#### TOBRUK

1. J. E. Pournelle (praise) 12:6 (33).
2. Jeffrey Bishop (praise; variant, hit tables) 12:6 (33).
3. Jeffrey Smith (comments) 13:5 (33).
4. Jim Burnett (reply to Saha, "Tobruk X3" 13:6) 14:2 (33).

#### U-BOAT

1. Robert Stephenson (praise) 3:4 (15).

#### VICTORY IN THE PACIFIC

1. Valentine Germann (Series Replay in 14-6 was "silly") 15:2 (33).
2. Chris Roehl (reply to Germann\*) 15:4 (33).

#### WAR AT SEA

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## READER BUYER'S GUIDE

### INDEX KEY:

Order in which reviewed—Title—Volume: Number

The Reader Buyer's Guide made its first appearance in Vol. 9, No. 4 and has been a regular feature ever since. Originally conceived as an objective review mechanism by which the readers could make their own rankings of Avalon Hill games without doubting the credibility of a magazine which reviewed its own company's products, the Reader Buyer's Guide has gained considerable acceptance over the past seven years as a unique game ranking system.

The system is objective because it deals only in averages of numerical rankings subjectively submitted by the readership at large. This means that each "review" is colored in tones of gray as opposed to the clear black or white opinions rendered by any one person's purely subjective opinion. The results are blends of opinions which lie somewhere in the middle of the best and worst of reader perceptions.

The system is unique because, unlike similar rating systems, the RBG is never updated. Other systems rerate the games regularly with the end result that the older games constantly slip in the ratings under the pressure of newer releases. While there is certainly a valid premise behind this, the RBG works on the supposition that a game which is good in 1968 is still just as good in 1980; i.e., it compares the games solely by the basis of the rankings they achieve during their first and only rating period shortly after release. The RBG is also unique in that it breaks its ratings down into ten different categories which are reprinted each issue to show how the game ranks in comparison to others in the same categories so that the reader can rank games in the particular categories which are of interest to him as opposed to a cumulative ranking which may be misleading in terms of the characteristics in a game which are most important to each individual.

Each listing of the RBG contains the entire numerical ranking of all games reviewed to date. The listing which follows in the index merely shows which issue carried the initial listing and the accompanying interpretation of the rankings.

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### 100. FORTRESS EUROPA 1980

John Edwards/Alan Moon (PL - F) H

Another entry from the Australian Jedko Games stable, albeit with a great deal of AH revision. The game resembles TRC on the western front.

### 101. SOURCE OF THE NILE 1980

David Wesley & Ross Maker/Mick Uhl (PL - F)

AWARDS: 1979 CR

A semi-role playing game of exploration in Africa. Unique feature is the plastic coated mapboard surface which allows routes to be traced directly on the map with special crayons. Playability greatly improved in the AH version with the addition of cards and charts replacing many rules.

### 102. HEXAGONY 1980

Ken Hodkinson/Alan Moon (PL - E)

Previously named B'INFA, this abstract game of oriental military strategy is excellent in concept, but may have trouble selling due to its abstract nature.

### 103. CIRCUS MAXIMUS 1980

Michael Matheny/Don Greenwood (BL - F)

An excellent multi-player game combining the unique racing features of SC and W, P, & S with the combat of a wargame. Considerably improved over the BL version. Packaged in the gamette style box and competitively priced at \$8. Perhaps the forerunner of things to come.

### 104. THE LONGEST DAY 1980

Randall Reed/Bruce Milligan (AH - G)

Two and a half years in the making, TLD represents a high point in research and simulation, but is it \$65 worth of game? Perhaps the last of a dying breed, the public will vote with its dollars to determine if AH ever ventures into the monster game category again.

### 105. AIRFORCE 1980

Craig Taylor/Kevin Zucker (BL - F)

A controversial redo of an established favorite. AH developer Zucker opted to replace the numerical ratings of the aircraft with more visual colored diagrams calculated to aid the beginner in comprehending a complex game. The jury is still out on whether he made the right decision.



## THE AVALON HILL PHILOSOPHY

**INDEX KEY:** AHP #\* (Vol: number) brief description of the editorial (Pages)

The Avalon Hill Philosophy appeared for the first time in Vol. 3, #5 and has been with us ever since. In reality the Philosophy merely replaced the function of the cover story on the old newsletter format, and whether by design or not, it slowly evolved into the current editor's editorial perch where he could wax prolific on the ills of Avalon Hill games and the hobby in general. The somewhat overdressed title for what in reality was an editorial column probably is an indication of Tom Shaw's preferred reading material at the time—the Playboy Philosophy having long since been in print in *PLAYBOY* magazine. Two installments were misnumbered and thus carry the same number as their predecessor.

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56. (12:6) Entire issue on one game? *Origins II* preview (2,21-22,30,34)
57. (13:1) More new games: *Gettysburg '77*, *Arab-Israeli Wars*, *Starship Troopers*, the 3M line, AREA, *Origins II* (2,24,28,32,34)
58. (13:2) *Origins II*—results (2,32)
59. (13:3) AHKS—play-by-mail society (2,6,21)
60. (13:4) "Letters to the Editor" (2,32,30)
61. (13:5) New games: *Squad Leader*, *Rising Sun*, *Submarine*, "Boxcars" (2,11)
62. (13:6) *Tripples*, Sports Illustrated games (2,26)
63. (14:1) *Origins III* preview, *Squad Leader*, *Air Assault on Crete*, *Gettysburg '77* (2,32,34)
64. (14:2) Problems with the new games, *Origins III*, *Napoleon*, *Rising Sun*, AREA multi-player rating system (2,32,34)
65. (14:3) *Bismarck*, *Trirème*, *Tales of the Old West*, *All-Star Replay* (2,32)
66. (14:4) AREA, "Magnetic games and supplies" (2,32)
67. (14:5) "Letters to the Editor" (2,32,14)
68. (14:6) *Status-Pro* games, *Origins IV*, Title survey (2,30-32)
69. (15:1) Mail order problems, response to *Moves* article, letters (2,31-32)
70. (15:2) *Origins* results, *Cross of Iron*, new games (2,31-32)
71. (15:3) Review of all of the *Origins* conventions, Bylaws of the National Wargame Association (2,30-31)
72. (15:4) Looking Ahead, new game titles (2,31-32)
73. (15:5) "Letters to the Editor"—response (2,32)
74. (15:6) New games discussion—*Rising Sun*, Preview of *Origins* 79 (2,31-32)
75. (16:1) *New Games*, *Search For the Nile*, *The Longest Day*, *Dune*, *Wizard's Quest* (2,32)
76. (16:2) Report on ORIGINS 1979 (2,32)
77. (16:3) *Origins* on delays for new games (2)
78. (16:4) Acquisition of *Battleline* games (2,32)
79. (16:5) New 48 pp Format, *Game Glut* (2,40)
80. (16:6) AREA PBM Tournament (2,17,46)



## INDEX KEY: CONTESTS

Contest Number—Subject—Volume: Number

## CONTESTS

Contests have been a tradition with the *GENERAL* since the very first issue despite efforts by more than one editor to do away with the time consuming feature. Twice, contests were omitted in an effort to see how the readership would react. As you can plainly see the reaction was such that they were immediately reinstated, much to the chagrin of the editor. Coming up with new and challenging puzzles which are more than just "luck of the draw" exercises is a considerable undertaking which often takes more time than the number of responses to each contest offering would suggest it's worth. AH designers have been known to labor for a week or more to perfect a puzzle for a contest which is both challenging and *legitimate* (correct and answerable in only one way—otherwise, "correcting" or checking the entries could take weeks). However, many readers indicate that while they do not frequently enter the contests, they often play along at home and try to solve the puzzle in their head without going to the trouble to get out board, pieces, and rules. For this reason, and because the contest is usually tied into the feature presentation of each issue in its current format, the contests are probably with us to stay for a long time to come.

The contests were not always tests of skill, however. In the early years of *THE GENERAL* they often resembled random chance drawings simply because that was simpler for the editor who probably had neither the time nor the expertise to design challenging contests. Fortunately, with AH's rapidly increasing design staff each contest is now usually constructed by the designer or developer of the game on which it is based and therefore usually offers a test of wits to the puzzle enthusiast.

Traditionally, the answer to each contest was printed in the following issue—at first as a separate article, and later, more often than not, incorporated into the Infiltrator's Report. From Vol. 10, No. 5 on (with the exception of 11:5) the actual contest was printed in an insert to allow readers to cut out the form and return it without decimating their magazine. Prior to that the contest was always printed and bound as an integral part of the magazine.

1. Afrika Korps (1:1)
2. Baseball Strategy (1:2)
3. Stalingrad (1:3)
4. Football Strategy (1:4)
5. Midway (1:5)
6. (Select the Most Popular Game of 1964) (1:6)
7. Waterloo (2:1)
8. LeMans (2:2)
9. Battle of the Bulge (2:3)
10. (Identify the game by certain facts) (2:4)
11. Blitzkrieg (2:5)
12. Baseball Strategy (2:6)
13. Guadalcanal (3:1)
14. U-Boat (3:2)
15. Management (3:3)
16. Battle of the Bulge (3:4)
17. Stalingrad (3:5)
18. Baseball Strategy (3:6)
19. Gettysburg '64 Edition (4:1)
20. Jutland (4:2)
21. Football Strategy (4:3)
22. (Identify Counters) (4:4)
23. (Figure Battle Odds) (4:5)
24. (End the Vietnam War!) (4:6)
25. (Playtest Registration) (5:1)
26. Gettysburg '64 Edition (5:2)
27. (Reader's Survey) (5:3)
28. Bismarck (5:4)
29. U-Boat (5:5)
30. Baseball Strategy (5:6)
31. Blitzkrieg (6:1)
32. (Rules Quotations) (6:2)
33. Bismarck (6:3)
34. LeMans (6:4)
35. (Select New Game Titles) (6:5)
36. (Who and What in Wargaming) (6:6)
37. U-Boat (7:1)
38. Kriegspiel (7:2)
39. Football Strategy (7:3)
40. Battle of the Bulge (7:4)
41. Stalingrad (7:5)
42. PanzerBlitz (7:6)
43. Waterloo (8:1)
44. Afrika Korps (8:2)
45. Blitzkrieg (8:3)
46. D-Day (8:4)
47. (Market Survey) (8:5)
48. (Identify Games by Attack Examples) (8:6)
49. France, 1940 (9:1)
50. (Readers Survey) (9:2)
51. (Design AH Advertisements) (9:3)
52. Midway (9:4)
53. Afrika Korps (9:5)
54. Battle of the Bulge (9:6)
55. Luftwaffe (10:1)
56. Richthofen's War (10:2)
57. Stalingrad (10:3)
58. Blitzkrieg (10:4)
59. Afrika Korps (10:5)
60. D-Day (11:1)
61. PanzerBlitz (11:2)
62. Afrika Korps (11:3)
63. PanzerBlitz (11:4)
64. Stalingrad (11:5)
65. Third Reich (11:6)
66. Anzio (12:1)
67. (Cryptogram) (12:2)
68. Battle of the Bulge (12:3)
69. Third Reich (12:4)
70. 1776 (12:5)
71. Chancellorsville (12:6)
72. Wooden Ships and Iron Men (13:2)
73. Russian Campaign (13:3)
74. Alexander (13:4)
75. War at Sea (13:5)
76. Starship Troopers (13:6)
77. Afrika Korps (14:1)
78. Kingmaker (14:2)
79. Arab-Israeli Wars (14:3)
80. Victory in the Pacific (14:4)
81. Squad Leader (14:5)
82. D-Day (14:6)
83. Gettysburg '77 (15:1)
84. PanzerLeader (15:2)
85. Air Assault on Crete (15:3)
86. Submarine (15:4)
87. Midway (15:5)
88. Cross of Iron (15:6)
89. Anzio (16:1)
90. Bismarck (16:2)
91. The Russian Campaign (16:3)
92. Magic Realm (16:4)
93. The Russian Campaign (16:5)
94. Dune (16:6)



## INDEX KEY: HEADLINES AND COVER STORIES

(Vol: Number) Headline/cover story/cover

For the first two volumes, the General was a "newsletter"—thus the Headlines. Volumes three through nine had a "cover story"—an "article" inside about the cover. For the most part, Volumes ten to sixteen do not have a "cover story"; rather, they use cover art on some featured AH game; the cover art thus providing a vivid clue as to the subject matter contained therein in the featured (and usually the largest) article.

## HEADLINES (Vol. 1-2)

- (1:1) They're fighting it all over again (List of AH games)
- (1:2) Original Gettysburg is back!
- (1:3) Midway—Newest battle game!
- (1:4) Best football game ever invented—Sports Illustrated
- (1:5) Avalon Hill has gone to college (college clubs)
- (1:6) The "Bulge"—unveiled at Toy Fair
- (2:1) Squander—the game for born losers
- (2:2) New D-Day '65—Hot off the Press
- (2:3) "Blitzkrieg"—Coming in October
- (2:4) Squander Endorsed by Millionaire
- (2:5) Warner Brothers Promoting Bulge Game
- (2:6) "Guadalcanal"—Available April 15th

## COVER STORY (Vol. 3-15)

- (3:1) Midway's C. Wade McClusky: AH Man of the Year
- (3:2) Shakespearean Chess: New Strategy Game from AH
- (3:3) "I was blown to bits right here . . ." Col. Donald L. Dickson and Friends
- (3:4) Hank Bauer—Manager of the Year: With series stars Wally Bunker and Jim Palmer (Baltimore Orioles)
- (3:5) Stalingrad—25th Anniversary: Replayed by 6988th Security Sqd.
- (3:6) Jutland—cartoon
- (4:1) Jutland—Ship to ship combat on a grand scale
- (4:2) Now—try your hand at advertising—cartoon
- (4:3) 1st Annual wargamers convention—I.F.W.
- (4:4) The facts of Life—Parade, cartoon

- (4:5) "We rule men with Words"—Word Power Game
- (4:6) The Panacea for All Game Buffs—1914!
- (5:1) The game designer—A Vanishing Breed?
- (5:2) Cubist Generation in Paris—LaFresnaye painting and Midway
- (5:3) Spartan Neutral League
- (5:4) Convention at Lake Geneva—the end of the beginning
- (5:5) Little B + O Peep Game (C&O, B&O)
- (5:6) How much is that wargame in the window?
- (6:1) New for 1969—Anzio
- (6:2) Midway Revisited
- (6:3) NEW—TUF and TUF'abet
- (6:4) That was the summer that was—conventions
- (6:5) The New Ones: Take your pick
- (6:6) Kriegspiel—Stockmarket
- (7:1) St. John's—5, West Point—4
- (7:2) Earliest known "Troop Counters"—history
- (7:3) For the hard core fanatic—PanzerBlitz
- (7:4) Caught in the Ardennes—Bulge movie
- (7:5) Interest Group Baltimore—"Family picture"
- (7:6) Soon to be released—Luftwaffe
- (8:1) Games—Big in "Books and Stationery" stores
- (8:2) Weekend at West Point—wargame conference
- (8:3) Who really started World War II?—Origins of WWII
- (8:4) What's in a (German) name—Tanks!
- (8:5) Pop's—AH's "full service" Outlet
- (8:6) Dunkirk starts it—you finish it, France 1940
- (9:1) San Diego Hobby Show
- (9:2) New Staff—new games—new marketing, Outdoor Survival
- (9:3) Hath the maddest no end? Blitzkrieg
- (9:4) The Classics—AK, Bulge, W'loo, S'grad, D-Day
- (9:5) The Ultimate Gaming Experience! Richthofen's War
- (9:6) Tactics II Back Again
- (10:1) Campaign at Waterloo—drawing
- (10:2) "Luftwaffe"—drawing
- (10:3) Leyte Gulf
- (10:4) Operation "Crusader"—drawing
- (10:5) Anzio: Portrait of a Game—drawing
- (10:6) Guadalcanal: the campaign, the island, and the game

- (11:1) 30th Anniversary Commemorative Issue of the Normandy Landings—drawing
- (11:2) The Invasion of Russia—drawing
- (11:3) "German Tank Crew"—drawing—Bulge
- (11:4) "The Pieces of PanzerBlitz"—photograph
- (11:5) "Waterloo"—drawing
- (11:6) Richthofen's War . . . A fun game!
- (12:1) 1776—drawing
- (12:2) Tobruk: Tank Battles in North Africa: 1942—drawing
- (12:3) Jutland—drawing
- (12:4) Alexander—drawing
- (12:5) PanzerBlitz—drawing
- (12:6) Chancellorsville—drawing
- (13:1) Luftwaffe—drawing
- (13:2) Wooden Ships and Iron Men—drawing
- (13:3) Caesar's Legions—drawing
- (13:4) Tobruk—drawing
- (13:5) Origins of WWII—drawing
- (13:6) Starship Troopers—"Fanzine cover"
- (14:1) Caesar—Alesia ("Epic battle of the ancient world")—drawing
- (14:2) Kingmaker—drawing
- (14:3) The Arab-Israeli Wars
- (14:4) Victory in the Pacific—drawing
- (14:5) Squad Leader—drawing
- (14:6) D-Day (new)—drawing
- (15:1) Gettysburg '77—drawing
- (15:2) PanzerLeader, 1940—drawing
- (15:3) Air Assault on Crete—drawing
- (15:4) Submarine—drawing
- (15:5) Midway—drawing
- (15:6) Cross of Iron—drawing
- (16:1) Anzio—drawing
- (16:2) Bismarck—drawing
- (16:3) Panzerleader—drawing
- (16:4) Magic Realm—drawing
- (16:5) The Russian Campaign—drawing
- (16:6) Dune—(drawing)

